THE PLAYSTATION 3 MAGAZINE

PSM3

October 2007
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PlayStation 3 | PlayStation 2 | PSP

PRO EVOLUTION SOCCER 2008

Hands-on: Why football is coming home on PS3

NEW SCREENS

MGS4 EXPOSED

On PS3... and *online*.
Fact-packed 10 page guide

REVIEWED

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Warhawk | Guitar Hero 80s
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PSM3 Start

"Graphics? Easy – here's PS3's big challenge"

The two best bits of *Pro Evo 2008* are opposing solutions to the same problem. 1) The AI – the computer no longer wins by grinding you down like a robot, but plays realistic, penetrating football, and 2) The commentary – instead of barking random phrases, it mirrors on-screen events. The problem? Mimicking human behaviour. On one extreme, *PES* is impressive since you can't predict what it's going to do, on the other, it's satisfying because you *can*. Realistic AI is the challenge for all games, one few are close to solving. Oh, and don't forget to check out our free podcasts on the iTunes store, or www.psm3mag.com – while full of new info, it brings home the developers' problem...

In the making of this issue of PSM3...
One big debate on the meaning of 'exclusive'
165+ testers pwned
Disc-busting 3.9Gb of DVD space filled

Daniel Dawkins Editor
psm3@futurenet.co.uk

The PSM3 Promise

The sharpest opinions
Every bit of the magazine is dedicated to giving you more information. If we're worried that a feature in a game isn't working, we'll not only tell you about it, but we'll have a word with the developer too.

The biggest games
Fact is, if a game makes it into the pages of PSM3 then it's something worth knowing about. PSM3 says no to lazy page fillers and boring 'me too' games.

The richest detail
We finish every game we review. Our secrets are the result of us playing the game and finding them ourselves. We've got what you want to know and tell you how you want to hear it.

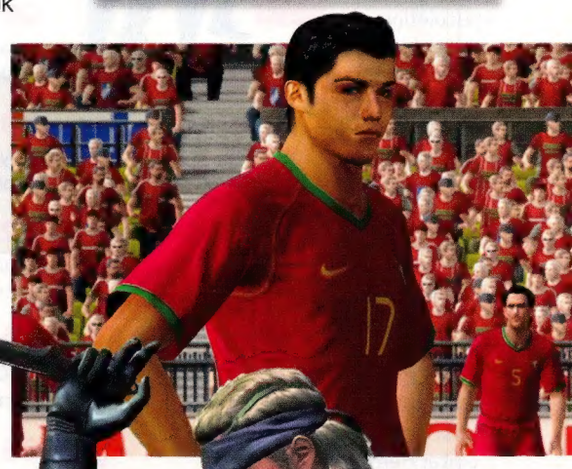
The most committed videogame mag team
The PSM3 team live and breathe PlayStation. There's no game we haven't played and there's no end to our quest for knowledge and gaming greatness.

The best DVD action
We've got the best DVD in the business. We cram it with the best PS3, PS2 and PSP games each and every month. For free.

Three to read first...

"Shaping up as a contender for the next-gen football title'"

Pro Evo 2008 is everything we'd hoped. But more. *And* less... – page 22



"A brilliant single player experience"

Colin McRae: DiRT gets revved up – page 64

"The ultimate hi-def, high death *Metal Gear* experience"

We tell you everything you need to know about **Metal Gear 4** – page 52

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The PlayStation 3 Magazine

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The *Grand Theft Auto IV* delay: explained – why, how, and the reasons that, controversially, it's actually a *good* thing.

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The greatest football game ever finally comes to PS3 – but there's a few flaws. Read on...

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"Mount the open-topped bus. Unfurl the flags..." COVER FEATURE

...it's Pro Evo 2008. We've got the hands-on – page 22

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Hidden bits in *Kingdom Hearts, Ico* and *We Love Katamari*.

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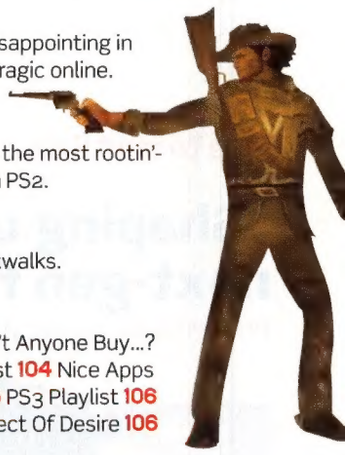
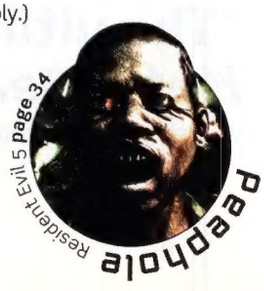
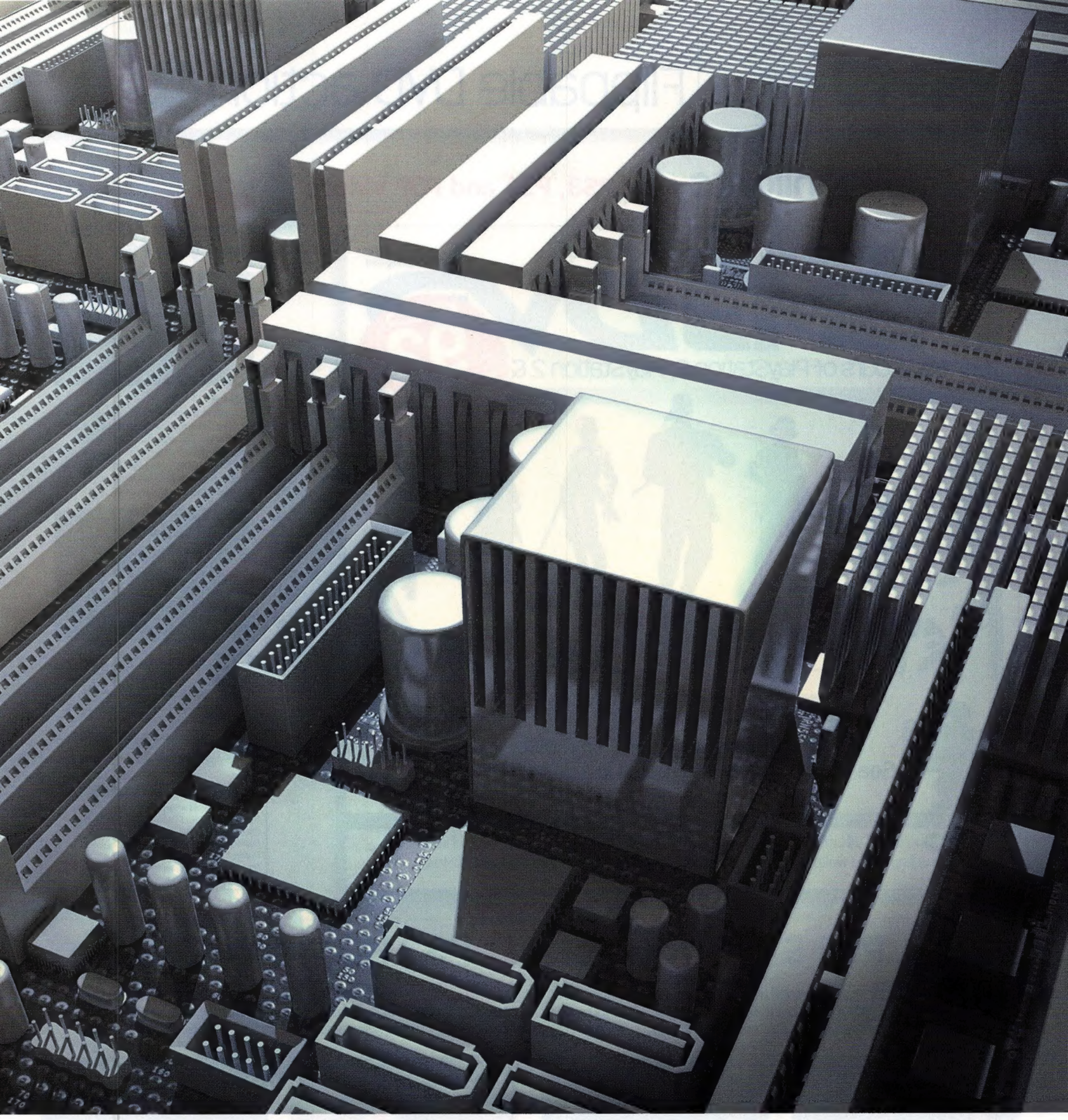


"Full of moments of air-punching glee"
Why **Warhawk** is PS3's essential multi-player title – page 70





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FEATURING Killzone 2 | LittleBigPlanet | Resident Evil 5 | Fallout 3 | Gran Turismo 5 | Infamous Echochrome | 30+ PS3 wallpapers | The Simpsons | Wipeout HD | PSM3 Podcasts | More

SIDE 2: HOW TO

Copy your HD files onto your PS3

Step one
You need to download the hi-def movies onto your hard drive to view them properly. Insert Side B of the disc into your PS3, then click across to Video on the cross-media bar. Select the disc and press △. Choose Display All from the menu, and highlight the trailers you want to Copy and download.

Step two
The trailers will download to your hard drive in a few minutes or less. When they're done, they'll appear as rolling video thumbnails – click ⊗ to play your chosen HD movie. Enjoy.

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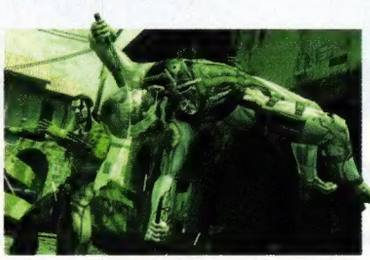
PS3, PS2 & PSP footage

SIDE A: DVD FOOTAGE There's enough trailers on this month's disc to fill a, well, trailer – *Killzone 2, MGS4, Resident Evil 5, Devil May Cry 4, Uncharted: Drake's Fortune*... and swathes more other good stuff beside.

Killzone 2
See the in-game E3 trailer from the comfort of your own home, and reset your hopes for PS3...

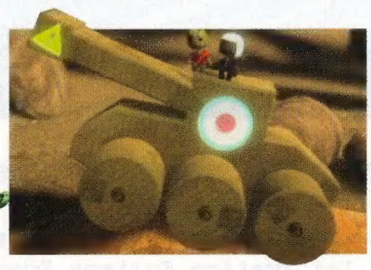


Metal Gear Solid 4
E3's other big trailer is here, too – watch in awe as Raiden and Vamp have the mother of all rucks.

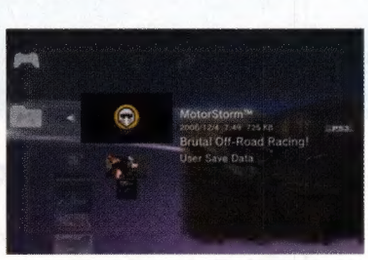
+ Haze | **Fallout 3** | Turok | **Kane & Lynch** | Ratchet & Clank | **The Club** | More

PS3 HD video files

SIDE B: PS3 HD FILES Our HD files – which need to be downloaded to your hard drive (see above) – are a must-see. This month, wrap your eyes around *Gran Turismo 5, Haze, Killzone 2, GTAIV* and loads more.



LittleBigPlanet
PS3's most gleeful game has us all as excited as a kitten in a mouse farm. Watch and love.



PS3 Game Saves
To get 100% complete PS3/PSP game saves (including *MotorStorm*) copy these files to a memory stick.

+ Jericho | **Medal Of Honor Airborne** | Stranglehold | **MGS4** | Blacksite | **More**

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Jump in.

XBOX 360 LIVE

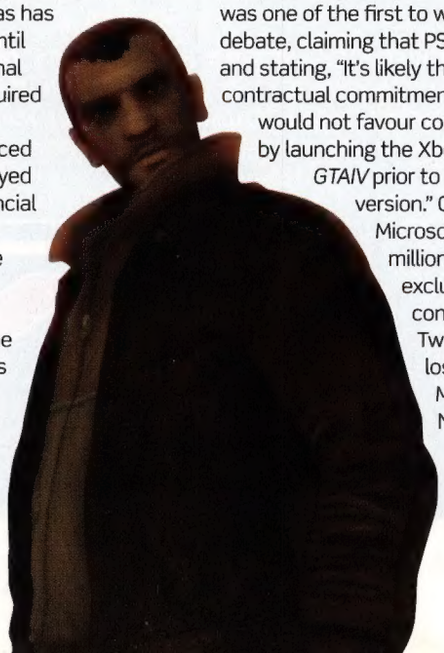
PS3 REPORT

Five reasons GTAIV was delayed

And why the wait might not necessarily be a bad thing...

Yep, as one waggish commentator put it, "Christmas has been delayed until Spring." Citing "additional development time required to complete the title," Rockstar have announced that *GTAIV* will be delayed until their second financial quarter – effectively meaning that it'll come out between February and April 2008.

Within minutes of the announcement, fingers were pointing all over the internet, with fans on Sony and Microsoft's sides keen to lay the blame at the other camp's door. Industry analyst Michael Pachtner was one of the first to weigh in on the debate, claiming that PS3 was to blame and stating, "It's likely that Take Two had a contractual commitment to Sony that it would not favour competitor Microsoft by launching the Xbox 360 version of *GTAIV* prior to launching the PS3 version." On the other hand, Microsoft's reputed $50 million payout for 360-exclusive downloadable content means Take Two have plenty to lose from upsetting Microsoft too, and Newsweek's N'Gai Croal suggests that, "If Rockstar could have completed the 360 version in time for its previously scheduled October release, it would have done so. Take Two needs the revenue from what is by far its biggest franchise, and Microsoft desperately wanted to convert PlayStation 2 fans."



Talk Radio

Delay or no delay, *GTA*'s keeping its switchblade-sharp satirical edge, with one of their traditional teaser websites offering you the chance to get in the game. Call the number at www.wkttradio.com and you're given a chance to "rant about how awful peaceful people are to do your part in the war on terror". The craziest callers will be included in the game's radio station. Get involved.

EA ecstasy

But what does the delay mean for everyone else? Well, other publishers are probably tap-dancing on their desks. "We believe the lack of *GTAIV* this holiday season is a clear positive for Take Two's competitors, namely EA and Activision," says analyst Todd Greenwald.

"We estimate that roughly USD 400 to USD 500 million in consumer's wallets will be freed up to spend on other hardcore games. It will also allow retailers more shelf space to heavily promote these titles." With a swathe of quality games already jostling

RES

ON THE DISC
See GTAIV right now, and prepare for the long wait

FLIGHT	GATE	REMARKS
PSM29	A12	DEPARTED
PSM50	A34	DEPARTED
PSM53	B45	DEPARTED
PSM56	C90	DEPARTED
PSM00	C23	DELAYED

The delay today The *GTAIV* delay might not be such a bad thing in the end, but we were still disappointed at first.

for attention in the November slot, it's unlikely that any can be brought forward – duplication times see to that – but expect *Call Of Duty 4*, *Ratchet*, *Drake's*, *Haze* and *Stranglehold* (to name a few) to benefit from Niko Bellic's absence. It seems a bit patronising to suggest that consumers might benefit from being forced to play other games, but we're unlikely to miss *GTA* – with the likes of *Assassin's Creed* and *Rock Band* set to take up huge chunks of our time over Christmas, the delay might give us the time we need to talk to the relatives. By April we'd usually be dreading the traditional summer games drought, but new *GTA* – done to Rockstar's usual exacting standards rather than rushed – should give us plenty to do. Christmas in April? We've heard worse ideas...

Pub Take Two | **Dev** Rockstar Games | **ETA** April

Mystery Five reasons for the delay...

Blame Microsoft. Blame Sony. Blame... let's be a bit more rational, eh?

It just isn't finished

Announcing an October release date back at E3 2007 seemed ambitious at best. With pop-up still noticeable in code we played recently, it's possible Rockstar's first attempt to develop *GTA* on two platforms at once – it's always led on PS2 – turned out trickier than expected.
PLAUSIBILITY: 9/10

It's Sony's fault

With rumours flying that PS3's multi-core architecture is difficult to develop for and that development kits went out late, analyst Michael Pachtner reckons it's possible that "Rockstar had difficulty building an exceptionally complicated game for PS3."
PLAUSIBILITY: 7/10

It's Microsoft's fault

Asked about rumours that *GTA* require a hard drive – making it incompatible with 360 Core Units – Microsoft corporate VP Shane Kim responded "No, we want to support all 360s." With seamless, almost loading-free play a *GTA* trademark, are they having trouble with technical limitations?
PLAUSIBILITY: 6/10

It's *Halo 3*'s fault

In a recent 'note to investors', Michael Pachtner (again) gave his opinions on delay rumours, saying: "We believe that a two-week delay would provide a reasonable gap between the launch of *Halo 3* and *GTAIV*, and would actually help sales of both games." Would Rockstar do that?
PLAUSIBILITY: 3/10

Sony are buying Rockstar

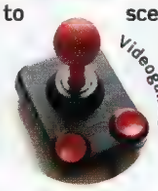
With the *Manhunt 2* ban providing a serious financial hit to Rockstar, it's just about possible that they're vulnerable to a takeover. With *LA Noire*, *Red Dead Revolver 2* and a brand new, unnamed project being developed exclusively for PS3, are Rockstar getting cozy with Kaz Hirai?
PLAUSIBILITY: 2/10

ON THE DISC
Check out the *MGS4* special on this disc

The Opinionator

"Attention games – stop trying to be films"

We're not going to blame Andy Serkis, he seems like a nice man. But the moment he told us he'd never even managed to find one of the skyscraper-sized enemies in *Colossus*, we started to have our misgivings about *Heavenly Sword*. When the director told us to think of it as an 'interactive movie', that made things worse. And sure enough, it's good but not spectacular, a beautiful tech demo for PS3, but not a great game.



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Big names

When cinema types attach themselves to a 'project', everybody falls over themselves getting excited. Steven Spielberg's making a game about a cyber-lady? Wow! John Woo's directing a game? But what does John Woo know about games? Sure, he's a master of camera placement in films, but the needs of games are different – cameras exist only let you see what's going on. Yeah, Spielberg's amazing at pacing in films, but his movies are about acres of set-up punctuated with brief, visceral action scenes. And sure enough, this is what *Heavenly Sword*'s like – the cut-scenes are beautiful, but the pivotal fights are almost apologetic. In contrast, action is what good games are all about – cut-scenes should exist to give you breathers between shooting or hitting. Gaming's real celebrities – Hideo Kojima and Shinji Mikami, say – know this, which is why their cut-scenes – however ponderous – are always trumped by action.

Film duffs

Things might change in years to come, when a generation of game-savvy film directors can bring their childhood knowledge of games to the table. But for now, hiring film talent to make you a game is like hiring a pastry chef to write you a book – he might pull it off, but you're likely to end up with a pudding. **Rufus McGrew**

Myth-Buster

SEEN THIS?

PSP is running at its full graphical capacity

THE TRUTH

Sony's handheld actually has an untapped 'hidden' 111Mhz of processing power under the hood, accelerating its current processor from 222Mhz to 333Mhz – despite much speculation to the contrary. Confirmation comes from Cory Barlog, creative director on the upcoming *God Of War: Chains Of Olympus*, who posted a blog confirming Kratos' latest adventure would be using this extra power. Previously, the only way to tap into this power was to hack your PSP with dubiously legal 'homebrew' software, allowing you, for example, to play *Wipeout* off a memory stick, at a smooth 333MHz. Now all we have to do is wait for other developers to cotton on and start producing some much-needed PSP gems. There's hope for *PES* yet...

Thrill List

The latest news on PlayStation's hottest games, every issue

1 Metal Gear Solid Online
Best online game ever?

The *Metal Gear* games have a successful online pedigree – witness last year's *MGS3: Subsistence*, for instance – but this new one, demoed recently by Hideo Kojima himself, looks the best yet. We saw team-based gunplay, with a new SOP system (acronym unexplained as yet) that lets you spot enemies through walls, the ability to revive fallen team-mates, war-torn environments rich with tactical possibilities and the ability to set-up 'info links' with your squad – and you'll be able to hack into the links of downed enemies and discover the location of rivals. Can't wait.

Pub Konami | **Dev** Kojima Studios | **ETA** Spring

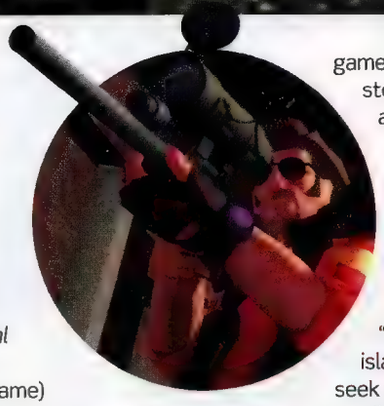
Snail that jazz You'll be able to see through walls to see what's going on.

"He's got the strength of 30 grown men"
Beowulf page 15

"War-torn environments rich with tactical possibilities"

Gearing up *Subsistence* was a thing of beauty, and we expect the same from this.

2 Half-Life 2: The Orange Box
Box of delights



It's shaping up to be quite the winter for first-person shooters, with *Haze* battling it out with *The Orange Box – Half-Life 2, Half-Life 2: Episode 2, Portal* (the mind-baffling teleportation puzzle game) and *Team Fortress 2* (the terrific online FPS) all in one package. *Portal* remains the most intriguing concept, offering some serious head-scratching as you negotiate traps and pits with nothing but your portal-creating gun.

Pub EA | **Dev** Valve | **ETA** November

3 Lost
Will *Lost* be paradise?

We've watched the trailer for this a few times now, and can't quite shake the memory of *The Da Vinci Code* – like that game, it seems full of slightly sterile-looking sneaking about and puzzle-solving. The island itself looks lovely, though. The plot sees you cast as one of the survivors of Oceanic Flight 815, and like in the TV show, you're tasked to solve "the mystery of the island", confront your past, seek redemption and eventually escape. We're not sure playing the game can *possibly* be as mind-wrangling as simply watching Lost on television is, mind you.

Pub Ubisoft | **Dev** Ubisoft | **ETA** December

4 Rage
FPS blasting with road rage

It's at least a partial departure for Doom creators Id Software here – *Rage*, on its way to PS3, is about two-thirds first-person shooter and one-third cross-desert rally game, looking similar to *MotorStorm*. The shooting bits, full of unholy aliens to annihilate, look utterly beautiful, as you'd expect – and should be ace given the game's pedigree – but it's the racing we're most excited about. A rival to *MotorStorm*? Maybe. We're a touch concerned that the splicing of two such distinct genres might prove a little jarring, but we'll bring you more when we can.

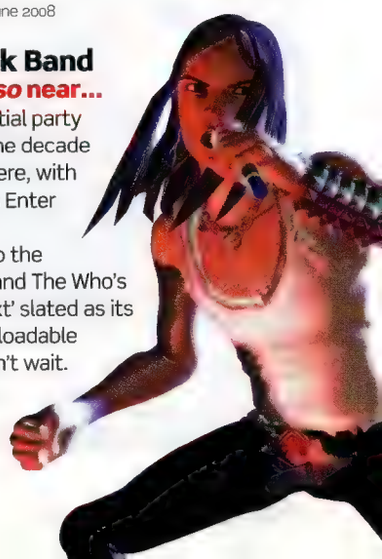
Dev id | **ETA** June 2008

Lost and *Rage* **Lost looks lovely, but slightly dull. *Rage*, meanwhile, we're already quite excited about.**

5 Rock Band
So, *so* near...

The potential party game of the decade is nearly here, with Metallica's Enter Sandman heading up the song list, and The Who's 'Who's Next' slated as its first downloadable album. Can't wait.

Pub EA | **Dev** Harmonix | **ETA** Nov



ON THE DISC
We've some more of Soul Calibur IV on a video disc

PS3 REPORT

Soul Calibur IV goes for the kill

Stop perving at Ivy and read this

Just look at them. No, not *them* – the dynamic cloth physics, of course. Our interest in Ivy's famously enormous chest-balloons – from a technical standpoint, of course – has been piqued by the powerful new physics system that lets her clothes make real-time indentations in her skin as you fight. But other than hyper-realistic chest physics, the new *Calibur* will feature – wait for it – online play, with created characters available in online play for the first-time.

What else? Well, a new single-player mode's being designed to replace the maligned Chronicles Of The Sword quest from *SC3*, with its ill-thought-out strategy bits, and some new characters are on the cards, although we don't know who yet. As for old faces, the confirmed list so far is Mitsurugi, Taki, Ivy, Siegfried, Nightmare, Tira and Yoshimitsu. And they all have new costumes, with Siegfried rocking a suit of crystal armour and Tira looking a bit 'emo'. The game's yet to get a UK publisher, but given the anticipated quality, don't be surprised if EA or Sony do the honours again. If it sticks to *Calibur*'s tradition of slick, accessible beat-'em-up action packed with features, this will be unmissable. More soon.

A cut above Mitsurugi's armour looks incredible. But you were staring at Ivy's arse, weren't you?

"Coming to PS3, according to rumours"
BioShock page 16

PS3 REPORT

Five reasons why Kratos fears the heroic Beowulf

We take a look at Ubisoft's upcoming slash-'em-up

Based on the Old English poem and, to a larger extent, the forthcoming CGI-tinged-live-action movie – which stars Ray Winstone and the lovely Angelina Jolie – *Beowulf*, is a third-person action game from, oddly, Ubisoft's *Ghost Recon* studio. **(1) Thousands of soldiers and massive creatures** stand in your way as you play Beowulf, the legendary Norse warrior with the strength of 30 men. Each new land you visit is **(2) bustling with detail** - whether engaging in bloodthirsty battle or an energy replenishing feast with your army, it looks great. You're able to **(3) recruit up to twelve soldiers,** or 'Thanes' as they are known in *Beowulf*-land. They become available as you progress and you can order them about in battle, a bit like in *GRAW2* – which isn't surprising since it's being made by the same developers. While Beowulf is trying to become even more powerful, he's still got time to save **(4) villages under threat**, which increases his hero status and unlocks new weapons for him to wield. These good deeds will also unlock **(5) carnal powers.** These flurries of raw aggression combined with some unique weapons mean *Beowulf* could be a force to reckon with – though nothing yet suggests it'll "re-define third-person action games" as Ubisoft claimed a while back.

Pub Ubisoft | **Dev** Ubisoft | **ETA** December

The PSM3 Wrong-Righter

EMAIL PSM3 @
Spotted some Bertie Bollax in PSM3? Tell us: psm3@futurenet.co.uk

Rubbing the wax-hot polish of truth over past issues

FANTASTIC FOUR TO BE CRAP ☑ RIGHT

"Looks like a tried-and-tested game with little substance" we said in our preview a while back. And how spot-on we were, awarding one of the worst games you can get on PS3 a paltry 39%.

FLAWED FOUR

PSM3 Reckons
At this stage, despite the new features and shiny visuals, it looks like a tried-and-tested action game with little substance. Time will tell.

PSM 86 page 31

TOO MANY THQ GAMES ☒ WRONG

On page 19 last month, we claimed THQ are publishing *The Simpsons* and *Time Crisis 4* and that Rainbow are creators of both. Given the grid-like nature of the page, our E3-addled brains and love of <Copy+Paste>, you can guess the rest.

PUBLISHER MIX-UP

Time Crisis 4
Details Pub THQ | Dev Rainbow Studios
Genre Shooter
...d it in the arcades? Yeah, bu...

PS3 **The Simpsons**
Details Pub THQ | Dev Rainbow | Genre Action
Showdown Tons of hyper-obscure references in this – you fight the dolphins from one of the Hallowe'en episodes, for instance – embiggen...
...Rumour is Simpsons...

PSM 91 page 19

TIMESPLITTERS FOR PS3 ☑ RIGHT

We said in issue 90 that Free Radical were planning a PS3 *TimeSplitters* – and if you turn to page 18, you'll se we were spot-on. Just hope it's an improvement on the disappointing *Future Perfect*.

...revealed.
Finally, there *may* yet be a high-def ver... of TimeSplitters 2 on PS3. Dave Doak – th... brains behind *Haze* and the *'Splitters* series ... was recently quizzed by PSM3 as to whether ... ey'd reconsider releasing it on the PS Store, ...nixed in 720p, for, say, under a tenner. Doak ...s receptive to the idea, but invited people ... 'Lobby Sony', adding, excitingly, that he'd ...ke to make a next-gen sequel to *'Splitters*... think there will be – yeah," he said). "Will it ... more like *'Splitters 2* than (the not very g... *Future Perfect*?" quizzed PSM3. "Yes – p... EA have nothing to do with it," half-joke... ...ardidly. ...r fans...

RIGHT ON TIME

PSM90 page 14

Why We Love...

Keiichiro Toyama

Master of psychological horror set to shock PS3

What has he done?

At Konami, he directed the original *Silent Hill* in 1999, a raw, atmospheric experience for the ageing PSone. From there he moved to Sony's Computer Entertainment arm, where he created another survival horror landmark with *Forbidden Siren* in 2004, followed by its sequel in 2006.

Why we like him?

Because *Silent Hill* redefined the possibilities of survival horror. Entering a field dominated by the action-packed *Resident Evil*, Toyama adopted a more psychological approach, telling the press his game was going "back to the roots of what horror is. We want to scare you on an instinctive level". The result was a dark, mist-shrouded nightmare, less run-and-gun than run-away-and-cry. *Forbidden Siren* went even further, almost doing away with combat and innovating a 'sight-jacking' mechanic with which you can see through your enemies' eyes. As you were playing as defenceless children, this mostly meant gaping in wide-eyed terror as the monsters stalked towards your hiding place, willing them not to look at you.

What's he doing now?

Working on the *Forbidden Siren* movie (produced by Sam Raimi's Ghost House productions), and a second sequel for PS3.

Who are you?
Name Keiichiro Toyama
Role Producer
Key Games *Silent Hill, Forbidden Siren, Forbidden Siren 2*

The Insider

He's the man who knows too much...

Rumours of a **UK PS3 price drop** persist, – with the 20Gb PS3 available in the US for as little as $450 (about £230), and the recently announced £425 UK Value pack (with an extra pad + Resistance + Motorstorm), recently confirmed in Australia (another PAL territory) as a 'summer only' promotion, we're anticipating something to happen late October/early November. Our bet? Worst case – a straight up slash to £350. Or – if the rumour mill can be believed – a 'new' streamlined PS3, with reduced connections and media capabilities for as little as £300. This makes sense. The Value Pack screams of a stock-reducing temporary measure (there must be a lot of unsold machines after the so-so launch period and slow(ish) summer sales of PS3), leaving the path clear for a 'new' streamlined PS3 with – and this is sheer speculation – the long-rumoured rumble-enabled Sixaxis pad. Hence the bundling of the extra Value Pack pad – to use up stock. Our dream scenario? 60Gb PS3 bundled with *PES 2008* for £299.99 – but the streamlined option seems more likely. All will be revealed in the next few weeks.

"Bioshock is coming to PS3 according to developer rumours"

US games magazine EGM is reporting that the returning "classic Capcom franchise" on PS3 we reported on a few issues back is, in fact, multi-scrolling shooter **Bionic Commando**. We couldn't possibly comment... once again, update soon.

Internet speculation is rife that ace Xbox 360 FPS **Bioshock** is coming to PS3 within six months – well, according to developer rumours recently overheard at the Tengu Restaurant in LA. Our bet? It's a sure thing, especially given Take Two's recent financial history. We'll see...

LocoRoco developer Tsutomu Kouno was blabbing about the existence of the – barely secret – PS3 sequel at the recent Develop conference in Brighton. Hinting that he wanted to "provide a new way of playing", Kouno talked about how crowd AI and physics would play a bigger part in the sequel. As we speak, Sony should be releasing an interactive *LocoRoco* PS3 screensaver on the PS Store, which should confirm, or deny, his comments.

The developer of the brilliant, if slightly unwieldy, **Resident Evil 4** chainsaw controller is working on a new range of PS3 peripherals for Gioteck – hopefully, of the same high build quality, given the usual state of third-party peripherals. We hear they've nailed a solution to your hands slipping off the L2/R2 Sixaxis buttons – rare as it is, but annoying none the less. Until next time, keep your fingers fixed...

Daddy knows best Take Two's epic Xbox FPS is set for PS3, according to developer gossip. We're betting 'yes'.

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ON THE DISC
We had *Skate* on the disc last issue
PS3/Latest

PS3 SCOOP

TimeSplitters 4 to 'ape' popular games

That logo looks strangely familiar...

Yep, Free Radical's shooter is returning, as this teaser logo proves – a cheeky spoof of Xbox 360's *Gears Of War*, with a startled *'Splitters* chimp in place of a rusty cog. "In the past, *TimeSplitters* has been very satirical at the expense of movies – this time it will be at the expense of video games," confirms Free Rad writer Rob Yescombe. Famed for their pinpoint targeting, stunning multiplayer and exemplary level design – the dam level in *'Splitters 2* is still a classic – the *'Splitters* games are also *actually* funny. No publisher is confirmed yet – but given that Free Rad have taken to PR'ing *Haze* themselves, all bets are off.

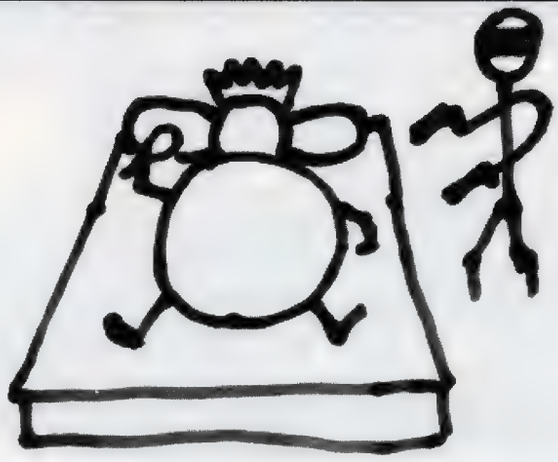
Monkey around From *Gears Of War* to Apes Of War, or something. That's the *'Splitters* humour.

Apes of wrath If there are aren't various monkey-based minigames in *'Splitters 4*, we'll be amazed.

Stick man challenge

Can you guess what game this is?

Right, you lot. We thought last month's was our toughest yet but dozens of you guessed it. It was, of course, The End from *MGS3* being sniped. This time though we haven't pulled any punches. What's this? First correct answer out of the hat gets a prize.



PS3 REPORT

Skate and die

EA's *Skate* was so brutal they toned it down, reveals the developer

One of the funniest and most authentic moves in *Skate* is the ability to lie on your board, coffin-style, and weave through traffic – but why can't you slide under vehicles? "We actually had that in the game for a bit," reveals Producer Jay Balmer, "But getting run over by a truck was nasty. My character got wrapped up in the wheel well of an 18 wheeler truck – you could actually see his arm get dislocated and broken as he was spat out all limp. There was no blood, but it was graphic."

On the bright side, you'll be able to save your best slams to the PS3 hard drive, and edit them using basic, but effective, in-game tools – or, better,

"Save your best shots and put them online"
Tiger Woods 08 page 20

export the footage as a quicktime movie and edit it professionally using a PC/Mac package like Final Cut/iMovie – expect this innovative feature to become a mainstay of all PS3 games.

A brief hands-on from resident skate nut Dan D confirms it feels a lot more like real skating than *Tony Hawk* i.e. demanding but natural, and more rewarding – you really need to line up your tricks, and obey keen timing. Teasingly, a sequel may already be in the works. "We're saving Caspar tricks and Acid Drops for the next game," slipped Balmer at E3. All being well, we'll *finally* have the review next issue.

Pub EA | **Dev** EA | **ETA** October

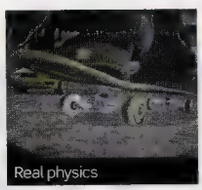
Features

Five reasons *Skate* might work

Producer Jay Balmer reveals the key features...

It's feels like skating

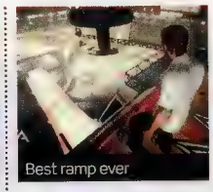
"I'm a *Hawk* fan – one of the competitions in *THUG* was even based on an event I ran," reveals Balmer. "I love the combo system, everything, but it just doesn't feel like skating". EA's effort may be hardcore – but fun for anyone.


Real physics

"The wheels suffer friction – if you have hard wheels, you can slide easily, but on softer wheels, what you gain in grip, you'll lose in manoeuvrability. When you go fast, the board starts to wobble – that's just physics, that's what happens."

Realistic career mode

"You work your way through one of two magazines, either Thrasher or Skateboard. You start in the classified ads, then slowly work your way to the front, through various photos and videos, until you become the cover star."


Best ramp ever

"You'll unlock sponsors and locations until you get invited to the X Games. If you make it onto the cover of both mags, you'll get invited to Danny Way's Mega Compound." (see: http://www.youtube.com/watch?v=MRlGFgzMoU8)

Danny Way loves it

"He was really bummed about skating games in the past. I used to run skateboard contests and build parks, so we already knew each other. It was fairly easy to convince him that this would be a better experience to work on."

ON THE DISC
We'll have all of these games on upcoming discs

The last minute shots of big importance

The freshest pics, squeezed in as we go to press

PS3 Condemned 2: Bloodshot Like *Silent Hill* meets CSI

Details **Pub** Sega | **Dev** Monolith | **Genre** FPS

Lowdown What happened to the first *Condemned*, you ask? It was an Xbox 360 exclusive, that's what. *Bloodshot*'s gimmick is that it combines first-person action bits with crime scene investigation, so one minute you're beating down criminals with a lead pipe, the next you're using forensic tools to examine a murder location. It's a bit scary, thanks the involvement of *F.E.A.R.* developers Monolith. Oh, and get this – there's a hobo fighting minigame where you can bet on brawling vagrants.

ETA Early 2008

PS3 Tiger Woods 08 Teaching an old Tiger new tricks

Details **Pub** EA | **Dev** EA | **Genre** Sports

Lowdown The last *Tiger Woods* on PS3 was fairly half-hearted, but they've made up for it with *08*. Our favourite new feature is being able to click R3 and switch to Classic Swing mode – instead of the analogue sticks, you can use the old 'three click' bar from the series' *PGA Tour* days. There's also the ability to save your favourite shots and then put them online as challenges, where people can then attempt to better them. Not enough fresh ideas? Maybe. Review next time.

ETA September 2007

PS3 Dynasty Warriors: Gundam It *must* be better than *Target In Sight*

Details **Pub** Namco Bandai | **Dev** Omega Force | **Genre** Action

Lowdown Because of the Mobile Suit Gundam anime's insane popularity in Japan, this sold over 100,000 copies on its *first day* of sale there. It's essentially just another *Dynasty Warriors* game – with massive battles and an ever-evolving battlefield – but set in the Gundam universe, with characters, mechs and locations lifted directly from the show. Unless you're mad for the anime a lot of the appeal will be lost, but it's still a lot of fun – with some dazzling graphical effects.

ETA November 2007

PS3 NHL 08 Now with added 'goalie cam' action

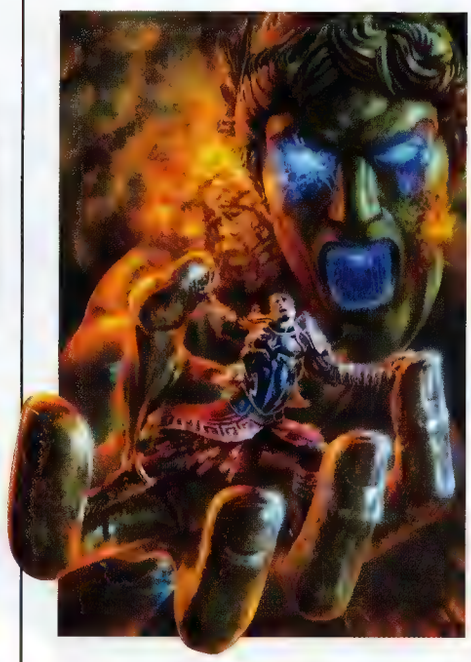
Details **Pub** EA | **Dev** EA | **Genre** Sports

Lowdown EA have added a slew of new features to their latest hockey title to keep it from going stale. You can now control the goalie from a third-person perspective, and there's a new 'skill stick' system that lets you use the right analogue stick to get better control over the puck. Also, for the first time ever, the game will feature all 29 teams in the American Hockey League. And Eric Staal – of the Carolina Hurricanes – is on the box, hockey fans.

ETA September 2007

The Optimist

Don't worry. Be happy



"The *God Of War* film will be ace!"

God Of War **creator David Jaffe has recently claimed Universal are still working on the almost-forgotten movie of the game. This is great news – everyone knows films of videogames are rarely less than genius on celluloid!**

Lights, camera, action

The *Street Fighter* movie, for instance – greatest action flick ever? I think so. It was Raul Julia's (star of the Addams Family films and Tequila Sunrise) last effort – *what* a film to go out on. Since then, game films – from *Resident Evil* to *Silent Hill* to *Final Fantasy: Spirits Within* to the *amazingly* brilliant *BloodRayne* – have gone from strength to strength.

I'm trying to think who could play all the main characters for this epic. Vin Diesel? Bruce Willis? Nah. Ask yourself – who's overdue a revival? That's right – Steven Seagal. He'd be awesome at shouting "Zeeuusss!" and ripping the heads of Medusas (Medusi?). Speaking of Zeus, we'd need a beardy chap for him. Brian Blessed? Well, maybe, but I was thinking of – yes – Oliver Reed. What's that? *Dead*? What, *really*?

Anyway, I really can't wait for this film. And you know what else I'm looking forward to? The live-action *Sims* movie. Now if *that's* not a good idea, I don't know what is...

EMAIL PSM3 @
What do you think of films of games?
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Jump in.

XBOX 360 LIVE

Publisher Konami | Dev KCET
Players 1-8 | Genre Football
FYI Ronaldo and Owen are on the box

ON THE DISC
We'll bring you next-gen PES on the disc soon

THE NEW FACE OF PES 2008

Improved licensing, quicker passing, devious AI, impressive commentary – and one or two glaring flaws. PSM3 scores the first hands-on...

Carlos Tevez to Man Yoo? The longest transfer of the summer is *nothing* compared to how long we've waited for *Pro Evolution Soccer* on PS3 – but they do share a common history. Like Konami's footie stalwart, Tevez's been strutting his stuff on another team for almost a year (Microsoft's Xbox 360) – and while he looks the part, you can't help thinking he'd be more at home in, well, a bigger team. Mount the open-top bus. Unfurl the flags. And kiss that cherished copy of *PES6* on PS2 goodbye. *Pro Evo 2008* is kicking off on PS3... and even on the basis of a mere 15-20 hours play – bear in mind we've played *PES6* over 1000 hours and we're still seeing new things – it's shaping up as a genuine contender for the next-gen footie title.

Eye for goal

Was it worth the wait? Yes, totally – and a tiny bit not... but more on that later. Impressive visuals aside, there's a kitbag of new features – including bringing key defenders up for corners, photo-scanning for accurate player editing and a new 'popularity' system in the Master League.

The screenshots might *look* like renders, but zoom-in during replays and you'll be gobsmacked at the player likenesses and fine detail – the fluid animations make *PES6* on PS2 look like table football. Players are clearly differentiated – watching Thierry Henry dance past bewildered defenders with subtle nudges of the left stick is a sight to behold, with blink-and-you'll-miss-it subtly animated shoulder shrugs and a twist of the hips.

Fast players like Ronaldo can really outstrip their plodding counterparts – it's not absurd, but you stand more chance of bursting past a full back than in *PES6*. There's a real advantage in having, say, Aaron Lennon running the wing rather than a lead-footed Ivan Campo, making your key players more effective in their specialist areas. On the flip-side – as is the trend in successive *Pro Evo*'s – defenders

"The screenshots may look like rubbish, but zoom in during replays – you'll be gobsmacked"

"Shaping up as a contender for the next-gen footie title"

can exploit their physicality to blunt razor-sharp runs. Playing as Man United vs Inter Milan, little Anderson was being spun *every* time he crashed into leggy Vieira – while dogged tacklers like John Terry dominate in goalmouth scrambles. The cheeky ⊗ tackles and fiddly slides of *PES6* are complemented by more realistic scrambles, with desperate hacks at the ball and some naughty shirt-pulling. Players scrap doggedly side-by-side, and we've seen two, or even three, seesaw interchanges of possession in gritty tackles. Defenders now dig their heels in and impose their strength in mini-battles around the pitch.

Block tackle

Defenders will go to desperate lengths to prevent a goal; throwing their bodies into the path of the ball with their backs turned, blocking the shot and keeping their face and spuds from harm. New heading techniques – like craning out a neck to pinch a bouncing ball, or carefully shielded back-headers – add realistic variety to defending

crowded areas or going for goal. Headers are stronger – you can glance, lob and power the ball with your noggin; the latter scattering the opposing players like skittles if you're leaping with six foot seven Niko Zigic. Shots can be powerful too, too – we hit one Gerrard volley so hard, it knocked a player off his feet.

TeamVision precision

Sadly, it's hard to pinpoint a defining new feature, or option, in this current build of *PES 2008* – most notably in the barely-changed Master League (see page 26), though this may change in later code. The biggest alteration is the fluid passing, linked to the TeamVision AI (yes, the name is daft, but teams really do move more intelligently, forcing you to work the ball around) and, while we bang on about how *PES* is "more realistic and random" every year, you can really see – and feel –the difference. Wait until you see Ronaldinho leaping high into the air and heel-flicking a perfect pass to Messi.

Players react more naturally – intuitively using the outside of their boots, heels, and chests to guide the ball to a team-mate. Misplaced passes are less common, allowing a slicker,

Sign of the times When your star players perform well, the fans will go mad for them and boost their overall popularity.

Bench warmers Pause the game and you'll see the bench, with the manager shouting to his players.

Pro Evolution Soccer 2008

"The tactics menu lets you specify which players you want up front for corners"

Step one The green circle is where the Portuguese Winker will hit the ball with his foot.
Step two The white is where a generic swing of the boot would usually hit the ball...
Step three But the red bit is where IK comes into play to give a less stilted action. Get it? Good.

New physics system explained

PES 2008 features a new Inverse Kinetics (IK) physics system (see left) which, coupled with the all-new Teamvision system, keeps the action varied. As illustrated, the kinetics dictate how different factors affect how the ball moves through the air. Teamvision(tm) allows AI players to adapt and counter your tactics on the fly. So you won't be able to just keep lumping the ball forward, and will need to vary your passes for success.

"We hit a Gerrard volley so hard it knocked a player off his feet"

Arsenal-style, passing game – but common sense applies, as ever. Accurate passing requires balance – steady yourself and play the way you're facing – and it's vital to exploit player's strengths, like Beckham for cross-field balls or Cesc Fabregas for one-two moves. Vary between quick passes, one-twos and through balls – which are more varied and powerful in *PES 2008* – for maximum success

The Tactics menu lets you choose first and second choice kickers for set-pieces, and specify which players you want up at corners. You can even do through-ball throw ins with △, or set throw-in takers. Free kicks are more analogue than *PES6* – and, thus, a bit kinder. Penalties are similar, but you view the kicker from behind the goalie, at a slight angle – it's more atmospheric, but initially confusing (and rumours of Sixaxis goalie dives persist, which the new angle would suit).

Keepers are more human (reducing the 'force field' ball claiming of old), making genuinely athletic fingertip dives, or clumsily spilling rasping shots – we've seen a fair few rebound goals. It's easier to score, too – one of our first games was a 3-4 loss to Barcelona with Man Utd (playing on Regular). It feels 'harder' than *PES6*, but only because the CPU plays intelligent, unpredictable, attacking football, as opposed to grinding you down with robotic, cheating, efficiency.

Almost there

It's not quite the finished product, as the slowdown – which, in fairness, was present in *PES6* preview code last year, but eliminated in the final game – is distracting, while certain players lack their correct faces, like Tottenham's Gareth Bale. And we're yet to hear what new online features – if any – are planned. Rumours suggest you might be able to play with 10 other human players, each controlling a specific position. For now, check the latest licensing, commentary, tricks and Master League news over these pages. It's in the balance – but with a Master League tweak, and some good online news – *Pro Evo 2008* and PS3 might be a match made in heaven.

Step on Drogs brings the ball to a stop while the defender stares blankly at the big lad's feet...

Leg over He then throws his right foot over the ball to perform a feint and trick the opponent...

Trick flair To the shock of the defender, Big Dids uses his trailing leg to knock the ball away. Skill.

New tricks

There's a lot of new animations to fool your opponent – but most are automatic, not done by button jabs. But hold R2 and use the left stick to perform close-dribbles and nutmegs. New trick? Letting go of the pad and holding L1 and R1 while running makes the player jog at 45 degrees to the ball's path, as if you're faking to pass or cross inside.

PSM3 Reckons

We're a bit sceptical that TeamVision is another word for 'scripting', as seen in *PES6*, but from what we've played *PES 2008* feels genuinely fresh, with zippier passing, easier shooting and stunning likenesses. Still, the Master League does need work... more soon.

PES6 vs PES2008

PS2 vs PS3 changes explained...

SHOOTING

Impressive, from long-range drives to subtle toe-pokes – but players would inexplicably scuff shots and overhead kicks were almost nonexistent.

It's easier to score using top players – in our games, Rooney was fizzing shots into the top corner with no backlift, more like real life.

PASSING

It's pretty solid, but no matter how carefully you try to dictate play with beautiful passing moves, the AI would still find a way to stop you.

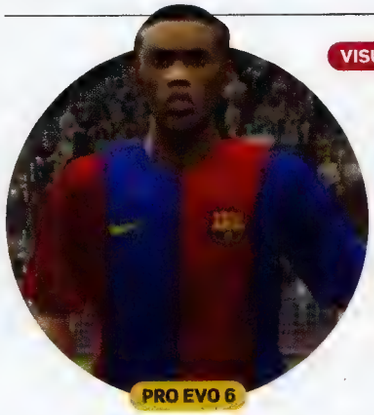
Passes are zippier, more intelligently weighted and varied, with more cutting through balls. You can kill a game by holding onto the ball.

HEADERS

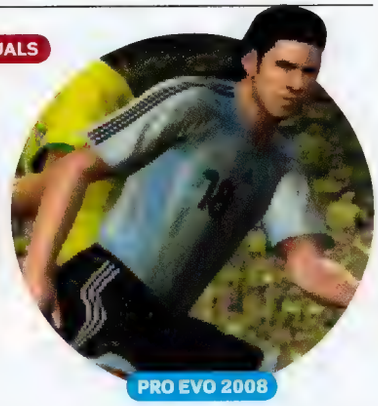
Towering defensive headers always feel nice, but there's too little variety in the animation – while certain balls float as if filled by helium.

New animations mean *useful* new heading styles – from cushioned back flicks, to subtly down-heading a bouncing ball without breaking stride.

VISUALS



For a PS2 version using its last ounces of processing power, *PES6* looks beautiful. Certain robotic animations do make it feel a bit rigid at times.



Countless, more realistic, subtle player animations and the likenesses look spot-on. You just *have* to see the replays in action. Superb.

PRESENTATION

The glitz and glam of match day is nice but there's a certain sterile, detached, feel to the Master League that makes it less atmospheric.

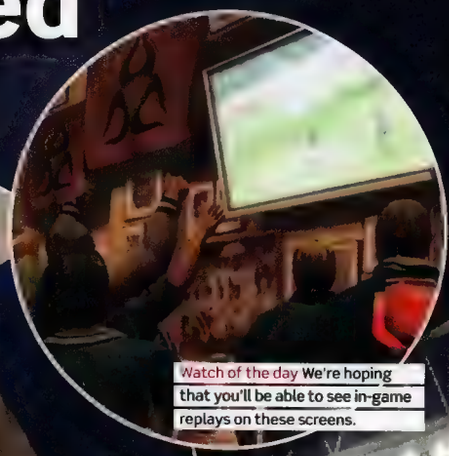
Players' facial expressions, and active subs bench brings life – but naff 'who ate all the pies' flags remain, and menu screens are currently a bit dull.

Master League explained

It's been overhauled for the new season

1 The fans play a bigger part

"Goooooal! The new lad's off to a flyer... the fans love him... Er, oh, tea? Just leave it there...". Rather than sitting in your armchair and fantasising about the fans' reactions like a madman, *PES 2008* makes their joy, or pain, real. Kind of. Before and after games, you'll see your followers in the pub, marching around the streets or turning up to the training round for autographs. You can even change their chants in the Options menu. If the fans are impressed, you'll grow more popular and receive a popularity grade (A to D). This makes it easier to negotiate transfers with teams of a similar position – you can't sign Kaka on day one as the Default team; you'll need to wait until your side is much more popular.



Watch of the day We're hoping that you'll be able to see in-game replays on these screens.

Beer up for it Before a game, you'll see blokes getting oiled up in time for kick-off. And maybe a fight.

Crying game If you lose big cup games then your fans will be left to weep at their fortunes.

Trophy lives You'll now get to see the players celebrating with their silverware, on and off the field.

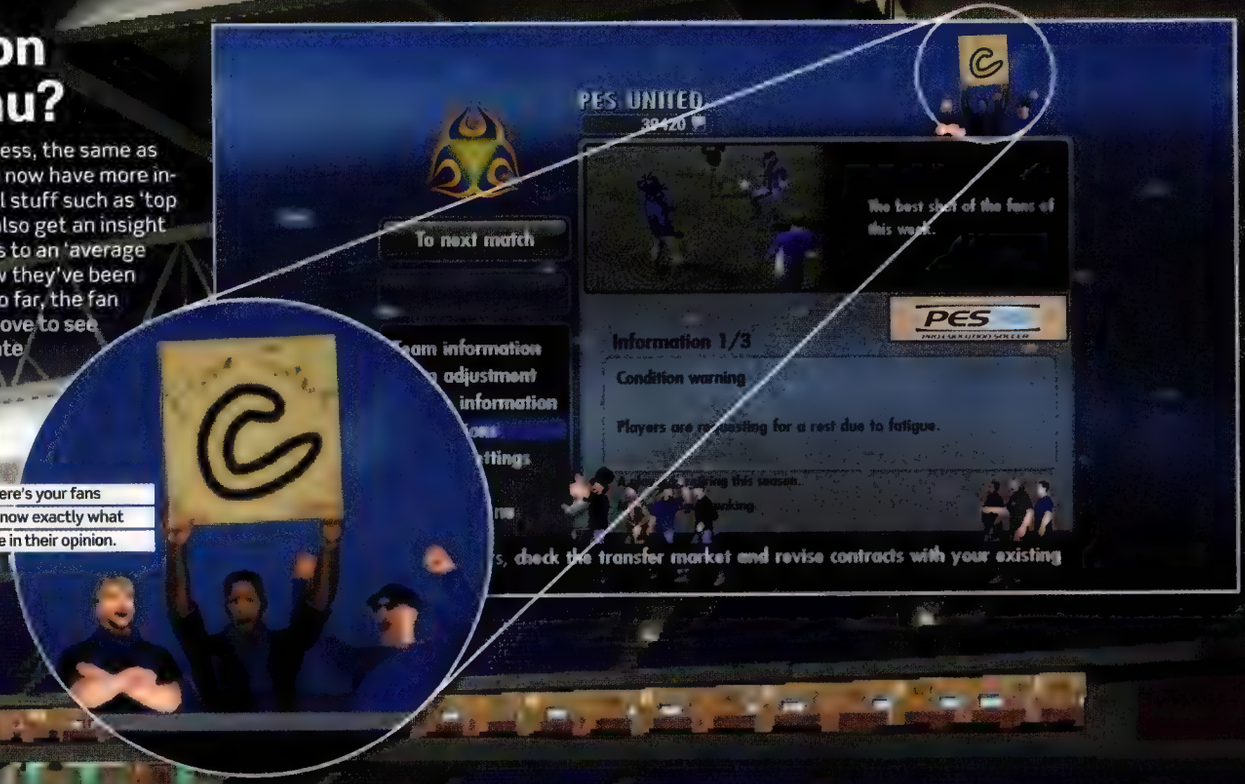
2 The taste of victory

It may be cosmetic frippery, but your team will be shown celebrating after bagging silverware. In the past, you only saw a lap of honour, but now you'll see your team enjoying their win at private functions and the like. Whether these scenes will be animated is anyone's guess – the preview code has a 'placeholder' feel about it, with text and still slides indicating what we hope will be fully animated sequences – e.g. 'Minanda talks about the new season'. We'll see...

"Rather than leave you fantasising about fan reactions, *PES 2008* makes them real."

3 What's on the menu?

The Option menus are, more or less, the same as ever, barring a cleaner look. You now have more in-depth statistics - with the usual stuff such as 'top scorer' and the like - but you'll also get an insight into your next opponent, thanks to an 'average rating' system which shows how they've been playing with a mark out of 10. So far, the fan pictures don't move - but we'd love to see some inset movies as we navigate through the menus.



Wait and C Here's your fans letting you know exactly what grade you are in their opinion.

4 Fight for the championship

You're still chasing the same goals - promotion from D2 to D1 and Champions' Cup glory - but new commentary team Jon Champion and Mark Lawrenson will add stories about putting together cup runs and winning streaks. Nice. Transfers, at this time, are the same as ever, with the usual shortcuts for finding players of long-term Potential or with higher willingness to sign. We sort-of expected more.

Fever pitch There's more of an emphasis on rotating your squad so they don't become fatigued.

5 Silence isn't golden

Your players have more, albeit unspoken, personality than before. In the Option menu you'll often see certain members of your squad, with a caption saying something like 'Rooney talks about the upcoming season'. Which is nice, but as it stands there isn't a way to actually hear or see what he has to say. Your top players will also be interviewed by the assembled journalists and chat about their big performances and other key subjects. Again, it seems Konami have missed an opportunity to spice these things up with some audio.

Talk sport Will Konami eventually animate these scenes? We've got our fingers crossed that they will.

Get into the game

PES 2008 lets you upload your digital photos and map your face. You can then tinker with the colour settings – see right – to get your complexion right (with 7x wrinkle textures). In theory, it'll be easy to create any player from *any* team. You can also scan/upload club badges (handy, given wonky licensing). With 30x boots, gloves, friendship bracelets, 3x sock lengths, 12x shirt patterns and 116 *beards* – plus 74 goal celebrations – the options are extensive.

Seabass captured The *Pro Evo* producer demos how easy it is to get your face in the game.

Commentary

Here's some samples of Champo and Lawro's wise words...

Jon Champion (*After a pass-back to the keeper*) "The goalkeeper offers a sanctuary there."

JC (*On team strength*) "There's such a strong spine to this team. From the defenders, through the midfield and up to the attackers."

JC "You can hear the groans of displeasure all around the stadium as that goal was conceded. (*Crowd moan*)"

JC (*Score at 0-0*) "This is far too tentative. There's plenty of possession in midfield, but no penetration."

JC (*Good offside decision*) "The ol' lino got that one spot-on."

JC (*Made when the ref gave a soft yellow card*) "It's back to the old arguments about referee's never playing the game."

Mark Lawrenson (*Man U vs Barcelona, pre-match*) "Two sides who prefer to attack, rather than defend... two of the most entertaining sides around."

The licenses

Who's been licensed this year?*

NATIONAL TEAMS

Croatia | Czech Rep. | England | France | Greece | Ireland | Italy | Holland | Portugal | Scotland | Spain | Sweden | Turkey | Ivory Coast | Ghana | Argentina | Brazil | Australia | Japan | South Korea

CLUB TEAMS

French Ligue 1 | Spanish Primera Division | Italian Serie A | Dutch Eredivise | **Newcastle United** | **Tottenham Hotspur** | FC Copenhagen | **HJK Helsinki** | Olympiakos CFP | FC Brugge | AEK Athens | Rosenborg | Wisla Krakow | Benfica | Bayern Munich | Sport Club Internacional | River Plate | Dynamo Kiev | Galatasaray S.K. | **Fenerbahce S.K.** | **RSC Anderlecht** | **IFK Goteborg** | **Panathinaikos** | **Spartak Moscow** | **NK Dinamo Zagreb** | **FC Basel** | Sporting Lisbon | Hammarby IF | Porto | Lokomotiv Moscow | Celtic | Rangers | Red Star Belgrade | AIK | Helsingborgs | Besiktas

*New licenses in bold

The facts

All the hard info in one handy box

- ☑ Extended Gallery mode stats including: first team beaten, long shot specialist, most hat-tricks, plus ranks (S-D) from Goal Scoring Ability to Set Pieces.
- ☑ Replays are longer, with more build-up play. Oh, and there's a 59 song Playlist option – all classic un-licensed guff like Electro track Nu Romantik Striker (sic).
- ☑ League, Cup, Edit, ML, Online, Gallery, Training and Exhibition modes.
- ☑ Your players will bend down and pull their socks up when the ball goes out of play. Or motion to team-mates.
- ☑ A red outline appears around your player icon when they're tired.
- ☑ Tricks like the shot fake are less exaggerated, but just as handy for fooling people – and don't turn you 45°.
- ☑ Referees brandish their cards in-game, rather than in a cinematic cut-away.
- ☑ Quick free-kicks are improved – players can seamlessly touch-stop the ball and quick pass without the game fading to black and starting again.
- ☑ You'll hear your team-mates shouting for you to pass the ball when you have possession.
- ☑ Some players will try to con the ref by diving, but they'll be booked if they're caught doing this.

Pro Evo on PS2

There's life in the old dog yet...

This *might* be the last PS2 version, well, ever – sales will determine its fate, no doubt – but while similar to *PES6* at-a-glance, there's some decent additions. Two being: 1) World Tour – where you need to fulfill set criteria to advance e.g. Beat Saudi Arabia 2-0, or Morocco without using subs, and 2) Community – create profiles and track stats for up to 15 friends. It's obviously not as pretty as the PS3 version, but *PES 2008* is quicker than before. Subtle animations have been added, so you can now jink around defenders with ease – plus a few new shot varieties to freshen things up. One thing of concern, mind, is that they seem to have ruined the passing system slightly. Players want to take an extra touch before releasing the ball, and usually end up being dispossessed. But this is a minor problem that will hopefully be sorted by the time it comes to the review. On this evidence, *PES* is bowing out with more grace than Zidane's fateful World Cup headbutt. All in all, it's a bit emotional.

Ron-derful The attention-to detail in the face models is almost on a par with the PS3 version.

Kaka can With more movements per player, skillful blokes like Brazil's Kaka, really do shine.

PlayStation 2 PLAYSTATION 3 PSP

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3+ www.pegi.info

IT TAKES?
CAN YOU KEEP THE BALL AS THE DEFENCE SWARM ROUND YOU LIKE A PACK OF BEES? CAN YOU DRIBBLE, PASS, MOVE INTO SPACE? CAN YOU CURL THAT BALL SWEETLY INTO THE TOP CORNER? CAN YOU DOMINATE, TERRORISE THE PITCH AND BRING GLORY HOME?
CANYOUFIFA08.COM
EA SPORTS
FIFA 08
3+

Pub Capcom | **Dev** Capcom
Players 1 | **Genre** Survival horror
FYI It's Chris' first appearance since *Code: Veronica*

ON THE DISC
Watch this trailer on the disc right now

Resident Evil 5

The extended trailer – ripped apart

Joel Snape

1 It's just another typical day...

"The casualties have mounted over the years I've struggled," says Chris in voiceover. "Sometimes I wonder if it's all worth it." It's been 10 years since the events of the original *Resi*, and he's now working for an organisation called BSAA. He's in an African-looking village that's peaceful at first, but the tranquility doesn't last. In a clever echo of the very first *Resi*, he comes across a villager under attack who quickly becomes a zombie himself.

The villagers turn into zombies, then try to rip Chris's head from his shoulders

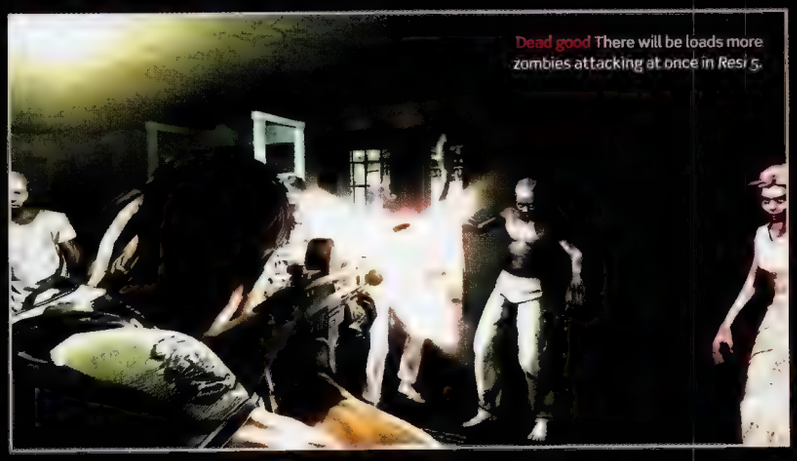
2 Smarter than your average zombies

These enemies are better organised than the Ganados of *Resident Evil 4* – they even work together to latch a grappling hook onto a platform that Chris is hiding on, and pull it down. He's in trouble here.

Heavens Chris gets a brutal kicking after this. What's he doing in Africa, anyway?

3 Thousands of the undead

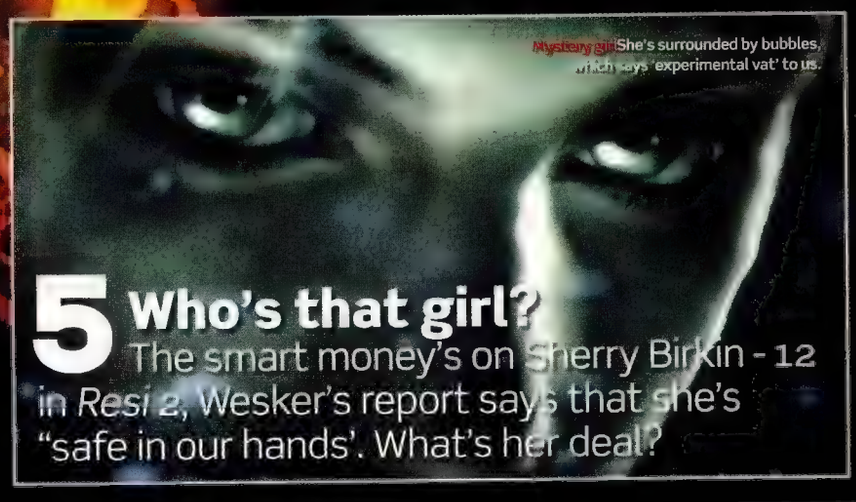
There are loads more zombies on-screen – we counted about 30 at once – means Chris has to be tougher than Leon. He's got better kit, but we reckon he might be able to move and shoot simultaneously, though he doesn't in the trailer.



Dead good There will be loads more zombies attacking at once in *Resi 5*.

4 Fighting spirit

Chris is good at the old fist-fighting – as well as ducking flying scythes, he's able to kick enemies away and pull off punching combos. He closes the trailer by sprinting and leaping across the rooftops – an in-game ability? – muttering something about "a job to do". Is Wesker in the village?



Mystery girl She's surrounded by bubbles, which says 'experimental vat' to us.

5 Who's that girl?

The smart money's on Sherry Birkin – 12 in *Resi 2*, Wesker's report says that she's "safe in our hands'. What's her deal?

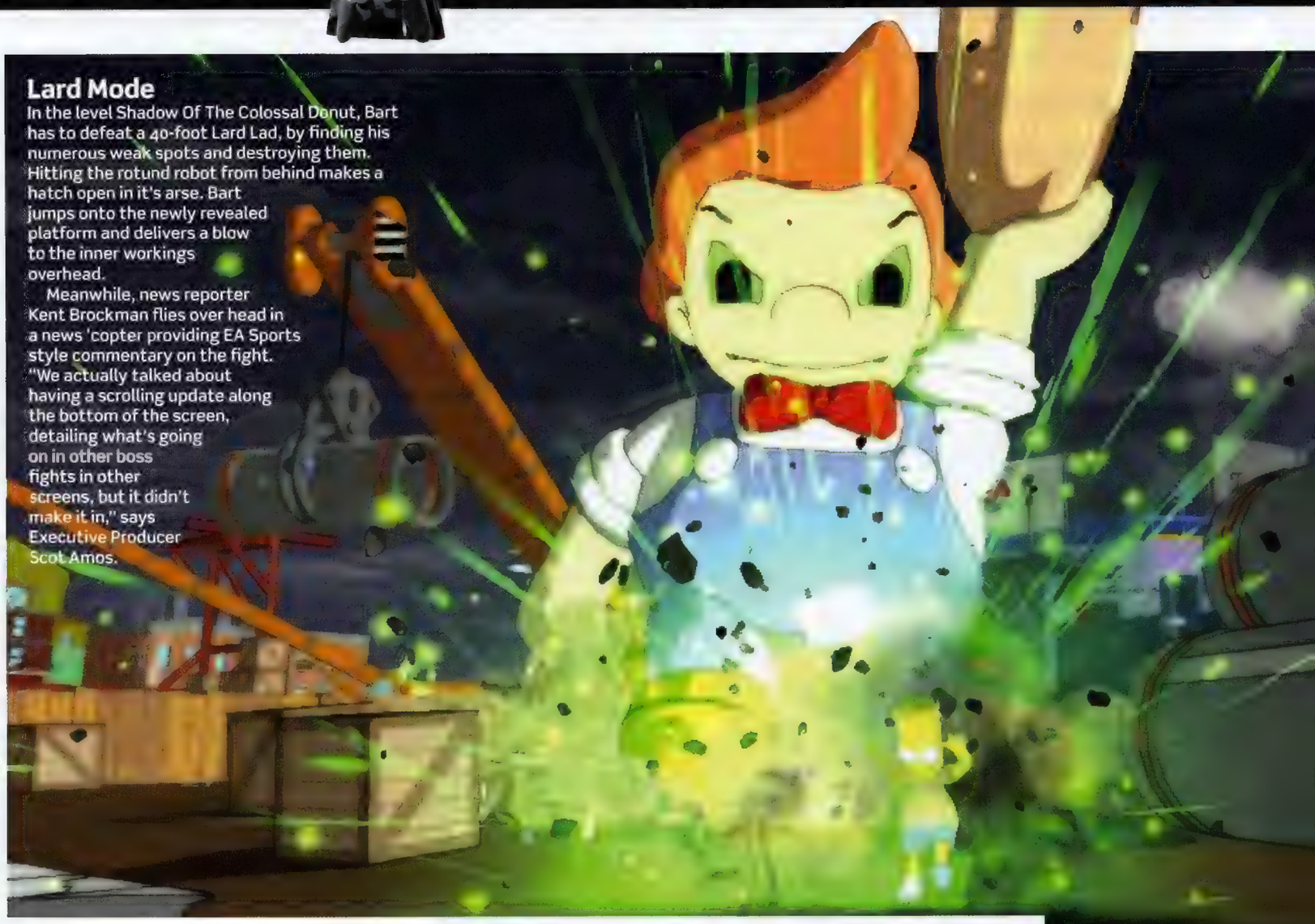
PSM3 Reckons

Resi 4's arguably the best game ever, but even with new director Jun Takeuchi taking over the series, this should be as good.

PS3

Pub EA | **Dev** EA Redwood Shores
Players 1-2 | **Genre** Action
FYI The Simpsons make their next-gen debut

ON THE DISC
See The Simpsons Game on your disc now



Lard Mode

In the level Shadow Of The Colossal Donut, Bart has to defeat a 40-foot Lard Lad, by finding his numerous weak spots and destroying them. Hitting the rotund robot from behind makes a hatch open in it's arse. Bart jumps onto the newly revealed platform and delivers a blow to the inner workings overhead.

Meanwhile, news reporter Kent Brockman flies over head in a news 'copter providing EA Sports style commentary on the fight. "We actually talked about having a scrolling update along the bottom of the screen, detailing what's going on in other boss fights in other screens, but it didn't make it in," says Executive Producer Scot Amos.

The Simpsons Game

Can there *finally* be a really good Simpsons title? We're not sure... Jon Hamblin

They've appeared on lunchboxes, towels, cutlery, sex toys and t-shirts and are the poster people for modern dysfunctional living. But despite conquering almost every medium known to man, The Simpsons never quite cracked the videogame. From the ambitious but deeply flawed *Bart Vs The Space Mutants*, on NES, through the pretty good Konami arcade brawler to the so-so *Road Rage* and *Hit & Run* games (we're still pretending that awful wresting title never happened), there's never been a game that truly captured the show's essence. Not that that's stopped them from being successful – *Hit & Run* was one the all-time biggest selling PS2 games. So when *The Simpsons Game*'s Executive Producer Scot Amos began work on EA's first crack at the license, he knew that the only way forward was to rip up the yellow rulebook and start again.

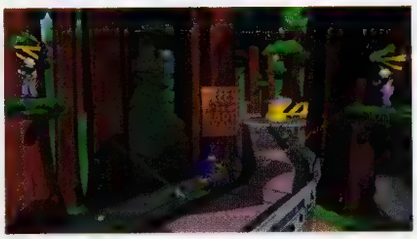
"Two years ago, we sat down with some Simpsons writers and asked them, what can we do that's original, that's new, that's epic with The Simpsons. And the answer came, 'What if The Simpsons realised they were in a videogame?' So that's the whole concept. In the opening moments of the game, Bart finds a videogame manual and realises he's in the videogame of his life. As soon as that happens, we just go open season on making fun of every videogame ever."

Out of truck In the Medal Of Homer levels, Homer is charged with liberating a small French town.

Ay caramba

Just looking at the 16 episode titles included in the game is enough to give you an idea of how deep the piss-taking hole goes – with names like Bartman Begins, God Of Wharf and Grand Theft Scratchy. Written by three members of the Simpsons' writing staff – Matt Selman, Tim Long and Matt Warburton – Scot has tried to make sure that the script is as authentic as possible.

"They've written over 8,000 lines of dialogue, and we've got all six cast



Bullet-proof trunk Burns has been deforesting the woods to make executive toothpicks – can Bartman stop him?

members in for voice work. We finished the script in February and Matt Groening (Simpsons creator) loved it, so we're just tweaking it now." The game is split up into four sections featuring four episodes each. "The first section is the wish fulfilment section, where all the characters get their powers, the second is the Treehouse of Terror section, where we bring to life some of the best episodes from the Halloween specials, and we're not talking about the other two sections yet."

Scot loads up the God Of Wharf level, which is based around the Treehouse Of Terror XI segment 'Night of the Dolphin'. The level begins on the docks, with Bart and Lisa battling evil dolphins intent on pushing mankind into the sea. The player can swap between the two characters at will, or a second player can leap in and out for co-op action. Bart is dressed in his Bart-Man alter ego, complete with slingshot, while Lisa has a saxophone set to 'stun'.

She also has the power of the Buddha palm, which allows her to manipulate the game world itself (See 'God Hand') One billboard features a gurning, Simpsonised picture of Kratos from *God Of War*, but Scot is quick to point out that the parodies don't end at humorous billboards. There's a *Shadow Of The Colossus* pisstake level (see 'Lard Mode') where you actually get to take down a giant monster in stages, a *Frogger* mickytake on the 'Lisa The Treehugger' level, and a tickling of the WWII shooter genre titled 'Medal Of Homer'

Yellow-bellied

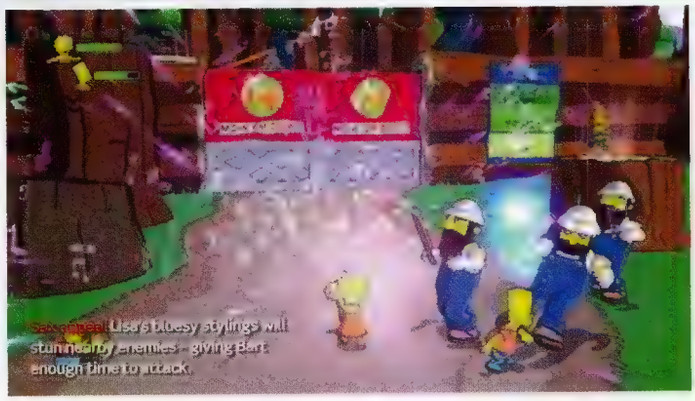
The *MoH* level opens with Bart and Homer in WWII army fatigues parachuting down into a French town. In the cut-scene that proceeds the level, Üter, the German exchange student, throws a stone through a window shouting "Take that Frenchies!" and white flags instantly pop up from every building. Bart and Homer are there to stop the French from surrendering. Bart has his slingshot and Homer can bash the French (armed with baguettes of course), or turn into Gummi Homer. Bloated Gummi Homer can roll over and absorb objects *Katamari*-style, spitting them back out as weapons. Using Homer's dash, you can even jump into a secret area behind a church, revealing a *Wolfenstein* 3D parody complete with huge blue pixelated brick walls– though the effect is somewhat ruined by the fact that the level is played in third-person rather than first. "We did think about making it first-person," said Scot.

DIVINE POWERS

God Hand

Lisa Simpson = vengeful goddess

I can't believe it's not Buddha Lisa's Hand Of Buddha power allows her to mess around with the levels. When activated, the action switches to a top-down view with Lisa's giant hand in the middle of the screen. The hand can grab crates and use them as weapons, slap enemies around, throw heavy objects at gates to open them, or tear down billboards for use as bridge pieces between gaps in the level.



"Matt Groening told us he always wanted a first-person shooter, where you just go through killing everyone. We talked about it for a while, but we decided it would look weird because the rest of the game was in third person. But we threw him a bone with Maggie, who appears occasionally and does play in first-person."

Worried about copyright lawsuits, Scot? A panicked look. "Yes! We actually have our own lawyer who's gone through the script and the game and he say it all falls within the laws of parody. We've also contacted several developers, but they loved the idea of being mocked by us. We've even had people calling up and asking how they can get into the game. The Simpsons has been around 20 years, it's an icon – it's something you want to be a part of."

© Sky One

PSM3 Reckons

Sadly, we're not sure how funny *The Simpsons* will be. Gameplay-wise, it's a little like *Futurama* in parts. But we *need* it to be better.

ETA NOV 2007

Pub Midway | **Dev** Midway Studios Austin
Players 1-8 | **Genre** Action
FYI Sequel to the overlooked PS2 shooter

ON THE DISC
See Blacksite on your disc right now

Blacksite: Area 51

Forget aliens – you need to stop your men crying, too

Joel Snape

You can't really blame them for being shocked. Aeran Pierce – your character in *Area 51* – has seen aliens before (as you'll discover during an early in-game flashback), during his tour of Iraq. Trouble is, his team-mates haven't – so when 20-foot bugs start dropping from the sky and coming out of the ground, it isn't surprising they get upset.

Cry babies

Blacksite's squad AI might be basic, but it's spiced up by its 'morale' system: if your boys are doing well in the fight, they'll push forward with ruthless efficiency. If they're taking damage, though, they'll blub, beg to retreat and get less accurate as their hands go shaky. You're going to have to display some genuine leadership skills if you're going to come out of this one in one piece.

The game's biggest draw is the sheer size of its bugs. With the traditionalist aliens of the last instalment ditched, think Tremors and Starship Troopers – one early level sees giant worms called Flatheads exploding out of the ground. There's even a glimmer of *Colossus* when you meet daddy Flathead – a skyscraper-sized beast that takes up an entire bridge. At this stage things seem a bit clinical – and the atmosphere isn't always what it could be – but *Blacksite*'s got potential. If only we can get our team to 'man up' just a bit...

Hell on wheels

Obviously, *Blacksite* offers the typical array of tanks and jeeps to pilot yourself around in, but the recent E3 demo hinted at one potentially more interesting aspect of vehicular combat – the ability to command other people in vehicles. With one section in which you're able to tell a chopper which bits of ground to strafe to keep you covered while you run around, will we see this RC-remote control extend to the game's other vehicles? We hope so.

Disaster area Early levels take place in the towns around *Area 51*, with the later stages pushing into the base itself.

PSM3 Reckons

The core FPS action might be perfunctory, but the scale of the aliens impresses. If it can keep the momentum up, this could be good.

ETA NOV 2007

PS3

Pub UbiSoft | **Dev** Free Radical Design
Players 1-32 | **Genre** First-person shooter
FYI PS3's *other* anticipated FPS

ON THE DISC
See *Haze* in action on this month's disc
PS3 Label

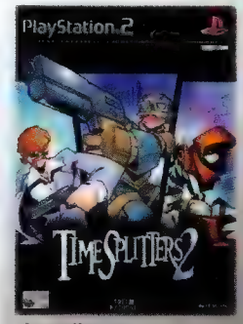
Haze

How the Rebels turn Mantel's strength into weakness

Joel Snape

SOFTOGRAPHY

Free Radical collection



TimeSplitters 2
PS2 **2002**
Monkeys and challenges set apart the best in the series.

Second Sight
PS2
Brain-busting psychic-'em-up with a brilliant twist.

Friendly fire. In *Haze* it takes on a sinister twist. See, combat-enhancing 'nutritional supplement' Nectar makes Mantel troopers – that's you, at the start of the game at least – better at fighting, but only up to a point. If they take too much their combat skills go into overdrive. Suddenly everyone's an enemy – your rifle will *automatically* fire at anyone who strays into your sights.

High as a kite

It's a fascinating dynamic. Equally ambitious is the mismatching of the sides – in the second half of the game, you'll 'defect' to rebel force the Promise Hand. The rebels fight free of enhancers, meaning that they see the world as it really is. There are early hints of this in the Mantel missions – in a Nectar 'haze' kills are bloodless, corpses disappear and forest floors are alive with beautiful flora and fauna. When your helmet feed goes down, you'll get glimpses of the real world - bloody and desolate.

The asymmetry of abilities should make for some fascinating fights. Rebels can create traps - burying grenades or leaving proximity mines on paths. Nectar Foresight, however, gives Mantel soldiers a preview of the blast, taking the form of a ripple effect across the area that will be affected. They can also pull of a super-hard Melee Blast attack to knock rebels across the room, but in getting close enough to deliver it they risk being smacked in the face.

Haze plays frighteningly well. Could be the game that finally makes *everyone* sit up and notice the Free Radical boys?

Mantel Trooper

Join up with the Mantel Corporation and you get a shiny yellow hat that will pump your brain full of drugs (Nectar) and let you think you're fighting in glowing fields of butterflies.

USING NECTAR

As a Mantel grunt, you're constantly kept drip-fed with a supply of nectar, leaving you in a – see? – haze. When things get tough, though, you can adjust the feed – with extra Nectar, enemies start to glow, and headshots at distance are easier. Mind you don't overdo it, though, or you'll shoot everything in sight...

OVERDOSE

Too much Nectar is a bad thing, and the Promise Hand know it. If they can shoot the pack on your back or catch you with a Nectar grenade, you'll go temporarily nutso and blast everyone in sight.

The Rebel

Fight for the Promise Hand and you see things as they really are – murky, muddy and rainy. You'll do this in the second half of the game.

STEALING WEAPONS

Get close enough to a Mantel Corps grunt and you can smack them in the face and take their kit – always handy, because Mantel have the best guns. The Scavenge ability also lets you retool your existing ammo to fit different types of gun. Handy.

VEHICLES

Boasting seats for a driver, two passengers and a rear gunner, Mantel's marine buggies feel and control a lot like Halo's Warthogs. The Hand's vehicles are a bit more rough and ready, though, and are somewhat less sophisticated and a lot more ramshackle.

PLAYING DEAD

Mantel's helmets can be a weakness – because they shield their soldiers from reality, corpses will disappear in time-honoured videogame style. Play dead, then, and you'll effectively because invisible when you hit the deck, letting you leap up and start shooting when the Mantel turn away. Nice.

PSM3 Reckons

The switch in abilities sounds fascinating, and the plot sounds good. If this isn't a winner, we'll need 'supplements' ourselves.

ETA NOV 2007

Your words, your pictures, your videos...

Your Space

Start

42 Letters
Choice cuts from the PSM3 mail sack.

43 Text PSM3
Your texts exposed to the world.

44 Tech Ken
Ex-Sony guru answers your queries.

44 Poll Position
Vote – you'll see democracy in action.

45 MySpace
Our eight favourite readers this month.

46 Reader Reviews
Think we talk rubbish? You try it.

47 Right or Wrong?
Disagree with our scores? Say so.

47 YouTube
The best gamer videos out there.

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Online Play the team at online games and win big

Letters To PSM3

Your letters and emails, sifted and printed

Dear Sony, some suggestions...

LETTER

Here are some things my mates and I think PS3 needs if it wants to own the Xbox 360. Firstly, we should be able to chat inside a game and view messages. And add custom tracks, so we can listen to our own music. Developers could put an option in their games to load music from your hard drive. If PSP games like *GTA* can do this, surely PS3 games can? Another good idea would be to include an area in *Home* that lets you search for other players with similar taste in games, so you can challenge them to online battles.

> "All games should have voice support. It makes online play much better."

Another cool thing would be a box that pops up when you insert a game telling you how many people are playing it, how many of your friends are playing it and your personal scores and achievements. We also think PS3 should come packaged with a USB headset – all games should have voice support as it makes playing on the network much better. The Sixaxis should also have a removable battery pack.

Sony should also take a look at their guarantee. When I told my parents the Xbox 360 had a three year guarantee, they said I should get that instead. Sony could offer a similar kind of guarantee, couldn't they?

It's not just me that wants Sony to implement this stuff. Loads of people online do too.

Terry Harman, email

Good suggestions. Sony's firmware updates seem to be fixing gripes like these, so we reckon in a few months' time most of the things you mentioned will have been dealt with. For regular updates, check the forums on psm3mag.com

"Boom!"
"Headshot! Hahah!"

Sister act We prefer typing messages with a keyboard, but Terry reckons talking online is the way of the future. Hmm...

Language barrier

I've lived in Spain for four years now. Recently my parents finally decided that I need to learn more Spanish, so they sent me off with my best mate at school to a camp in the middle of Spain for two weeks. We were the only English boys in the camp, but within days we made friends with several Spanish boys and fitted in perfectly. But one day I was talking to one of the boys about gaming and during the conversation, *Shadow Of The Colossus* was mentioned. Nobody in my school had ever heard of that game except for me, and it is one of my favourite games of all time. I couldn't believe that he loved this game too, so we sat there for hours chatting about the hardest and most incredible of the colossi, all in Spanish. So in the end it was gaming that broke the language

Olé faithful All men love games, whether they speak English or not.

"You What?"

The way I see it, *Oblivion* is a socket and people who like it are plugs who create a wonderful light when they plug themselves in. But me, I'm like a metal knife going into the socket and getting blown across the room. I just didn't seem to click with the game.

Stevie G, MySpace

We should've got you to review the game, Stevie. That's some kind of mad poetry. There's an Iron Man game coming out with the movie, which will

Calling out for a hero

I hear they're making a Heroes game. Do you think it'll be any good? **Sylar**

We'll remain sceptical until we actually see it. Or until we hear that you get to play as Hiro Nakamura, in which case it's an instant 100%.

No place like *Home*

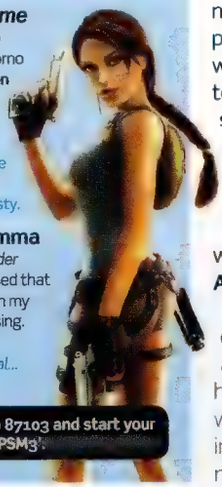
In *Home* what's to stop people from posting porno stuff everywhere? **Anon**

We're not sure, really. Although it is possible to black out the screen with a single button should you witness something nasty.

A domestic dilemma

I was playing *Tomb Raider Anniversary* and I realised that Lara Croft is sexier than my girlfriend. How depressing. **Ace**

Yeah, but Lara's not *real*...



Text us Send to 87103 and start your message with 'PSM3'.

Arm in arm So, Chris is working for a new organisation. But he's still one of the good guys. Well, we *hope* he is...

barrier, and I am still in contact with the boy using MSN messenger to this very day. We talk about games and what we're playing all the time. **Rory Williamson, Marbella**

The language of games really is universal. This could have only been a more perfect moment if you'd used *Talkman* on PSP to initiate the conversation.

Evil dead

The newest trailer for *Resident Evil 5* sparked great interest. Not only did it show more of Chris and the nutjobs trying to kill him, but it showed gameplay. It was very similar to *Resi 4*, except these bad mofos can sprint! Gameplay aside, the story shows a lot of promise. It's obvious Chris is still working for S.T.A.R.S, but where is he, and why is he there?

My guess is that S.T.A.R.S were contacted by the American government after Leon's actions in *RE4* and his discoveries in Spain. Wesker took the samples Leon failed to retrieve of the Las Plagas virus and tested them on a new kind of people, except work has been done to enhance it. This time they can sprint, communicate better, are tougher and are organised. But Chris will (undoubtedly) save the day, before Wesker runs away again.

Maybe, maybe not. But I tell you what – this will be some scary shit. **Andrew Murray, Belfast**

Good plot idea, although Chris doesn't seem to be part of S.T.A.R.S. any more; look at the symbol where his badge used to be – it's now a crest with the initials B.S.A.A. But it will indeed be some "scary shit", and the new 'zombies' are *RE*'s creepiest yet.

Speculate...

I loved your speculation feature (How You Can Earn Money Predicting The Future of Games, issue 90). But there is another aspect that you could add – how about you let the readers speculate on a particular game and judge which idea is best? **Steven Beall, email**

Glad you liked the feature. As for your idea, you could take to the psm3mag.com forums and talk about it there.

...to accumulate

I know the summer months can be slow but the six-page Game Speculation feature was a load of old balls. 'Speculating' is just a posh word for 'guessing' isn't it? Anyone can guess. My cat can guess. But I wouldn't give her six pages of your magazine to write. No disrespect, but I'd rather watch my cat licking its own bum than read another feature on guessing. **Sara King, email**

Crikey. Fair point, but 'guesswork' or not, surely it's intriguing that people get paid to make 'scientific' predictions about games? We don't know your cat, but we guess she doesn't know much about the intricacies of the *Kingdom Hearts* saga.

Let's have a ball Our speculation feature split your opinion. Should we do more stuff like this in the future? Let us know.

obviously be shit! **Peetry, MySpace**

We hope you mean the game and not the film, because we saw the trailer on YouTube and it looks amazing. Robert Downey Jr. is hilarious and the suit design's *perfect*.

'Best' of the Blog

Visit PSM3MAG.COM and have your say

"I hope *MGS4* is set in France. They eat too much cheese."

Posted by: FLStyle

"It's library-in-a-vacuum quiet. Did the world end?"

Posted by: Joe

'Best' of the Rest

Elsewhere, when asked what TV shows would make good games, [Tyler] says "Just Shoot Me? Will And Grace? Everybody Loves Raymond?" Oh, Tyler. Don't be silly. Meanwhile, Madrandall experiments with urban dialect, and fails. Horribly. "I'm hollering to all the regular homies." Oh, dear.

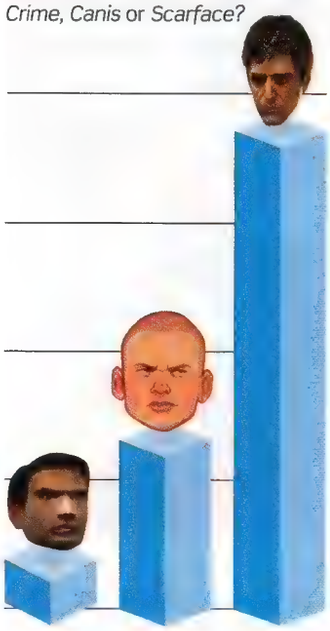
Blog We post every day. Mostly. Go to psm3mag.com for more.

Your Space

Poll Position

We ask. You answer

This Month Best *GTA*-alike: True *Crime*, *Canis* or *Scarface*?



Next Month Best *Splinter Cell: 1, 2, Chaos Theory* or *Double Agent*?

MySpace Cast your vote by emailing psm3@futurenet.co.uk

Resistance is futile

I bought myself a PS3 the day after it was officially launched, and I bought *Resistance: Fall Of Man*. I'm at the 'Secrets' level and I believe I'm going to use your game save from issue 91 to finish it off. Why is everyone so mad about this game? I don't think it's really that good, to be honest! It may have slick graphics and a level set in Manchester, but it doesn't grab me. If you ask me, I'd say it compares to *Blacksite: Area 51*, because it's just the same genre – SHOOTING ALIENS. But that looks much better.

Vlad, Romania

Hm, it doesn't seem like you 'got' *Resistance*, which leads us to believe you won't like *Blacksite* much either as it's, as you say, 'SHOOTING ALIENS' all over again. As for it being better... how could you know yet. Well, we'll be reviewing it next issue, so you'll find out then.

Top cat

As the majority of games come out at the end of the month, why is your magazine always released mid-month? Wouldn't it make sense to bring yours out at the start of the month?

The point of this, er, point, is that when the aforementioned game is released, we then have to wait at least two weeks to read the relevant review in your magazine, or we go buy the title blind – and at 50 quid a pop, it's no longer throwaway money for a game

One time I stroked a cat as it did a shit on a cat litter tray. As I reached the tail end, shit sprayed up the wall.

HOP5, email

Eh? Look at the release schedule on page 105. There are loads of mid-month games. But, please, tell us more about the defecating cat.

Rumble strips

When will Sony release the rumbling Sixaxis pad? I miss vibration. Grinding in *Tony Hawk*'s doesn't feel right, and shotguns in FPS games don't feel as powerful. It's really rubbish. Hopefully it'll be an add-on because I don't want to buy a whole new controller.

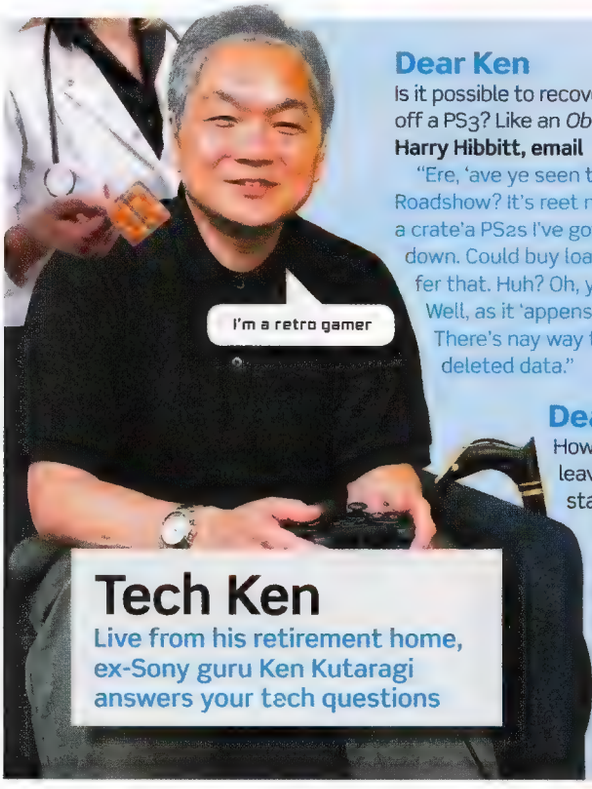
James Martinson, email

According to a number of games blogs and websites (including the reputable kotaku.com), Sony have sent rumbling Sixaxis pads to developers working on new games. In a recent *Haze* developer diary (see PSM3 DVD 91), you could see a tester holding a controller that had been mysteriously blurred out. The new pad? It's likely.

Fanboy fury

Oh, yeah, guys, I'll get a PS3 this year. I'll do my utmost to paste you all online,

Shake, rattle and roll Is Sony's rumbling Sixaxis on the horizon? James can't wait. Nor can we.



Tech Ken

Live from his retirement home, ex-Sony guru Ken Kutaragi answers your tech questions

Dear Ken

Is it possible to recover data deleted off a PS3? Like an *Oblivion* save?

Harry Hibbitt, email

"Ere, 'ave ye seen thart Antiques Roadshow? It's reet nice. I might'n lug a crate'a PS2s I've got in me cellar down. Could buy loads'a pipe baccy fer that. Huh? Oh, yer question. Well, as it 'appens, yer buggered. There's nay way to recover deleted data."

Dear Ken

How safe is it to leave your PS3 on standby 24/7?

Ian Watson, email

"What? Yer eejit. Didn't yer learn anything from Live Earth? Ye aren't supposed to leave anything on standby 'cos of the carbon exhibitions an' that. So whether or not it's safe – and it is – yar shouldn't be doin' thart 'cos it's bad fer t'ozone layer or summat."

Dear Ken

I set up my PS3's net connection and it said I had 'NAT type 3'. Now, when I try and play certain games online, like *The Darkness*, it says I cannot connect to the server because of an invalid NAT type. I've tried everything but I always get NAT 3. What's wrong?!

George Smyth, email

"Nurse? NURSE? [hack] [hack] I think 'appen I'm dyin'! Nurse! [hack] [splutter] ...oh, I were just choking on a bit uh cauliflower. Eeee! 'Ere, some internet connections have a NAT type that determines how data is tranferred between 'puters. NAT 3 is the most limited, meaning some games can't use all their standard features – like voice chat – and others don't work at all.

Planet killer Save the world – turn your PS3 off at the mains after use.

@ Email us Got a question? Email it to psm3@futurenet.co.uk. Subject 'Robo'.

"I'd rather watch my cat licking its own bum."
Sara King London

be it on *Haze*, *Resistance*, *MotorStorm* or *Calling All Cars*. I was sort of tempted to get an Xbox 360, but that won't happen again. But who could blame me at the time? Xbox was at its peak back then. If PS3 was out in the UK at Xmas, I would have got one. But guys, with all of these exclusive games coming out for PS3, there is no turning back after I get one. *MGS*, *Killzone* and many, many others will beat the crap out of the 360, which is as loud as a *[not terribly PC metaphor deleted – PSM3]*. Microsoft are rubbish, and should use money to get developers on their side, as that seems to be the only thing to get them to ignore their extreme unpopularity. What will Microsoft do to combat *Killzone 2*? Announce *Halo 4*? *Halo 2* in HD is not a reason to buy a game, and not a good risk for a console to bet itself on.
Mark Jansen, Shrewsbury

Er... while we applaud your dedication to Sony, throwing wild accusations at other consoles is a bit rum. All formats have their own merits. But you're right – Microsoft will have to reveal something pretty special to keep up with *Killzone 2* and *Metal Gear*. Although we reckon *Halo 3* will be pretty good all the same.

Gear of war How long will *MGS4*'s exclusivity last? Forever, we hope.

UK myspace
a place for friends
Go to www.myspace.com/psm3 and join us

PSM3's Top Eight

MySpace readers who rock our world

Ex-Ab

ABOUT HIM

"I'm 16, so I'm legal, I live in Croydon. In my spare time I pwn noobs and chat to my friends."

MOVIES

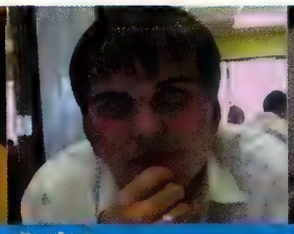
"Lots of stuff: Final Fantasy VII: Advent Children, Tokyo Drift, Ninja Scroll, The Negotiator."

CURRENTLY PLAYING

Capcom Vs SNK 2, Okami

WHY WE MADE HIM TOP 8

It takes a brave man to put FFVII: Advent Children at the very beginning of his favourite movies list. Good on you, son.



Dodsy

ABOUT HIM

"I'm an undercover CIA agent who doesn't get on with the government, so I'm trying to bring them down from the inside. Don't tell The Man, I may be killed."

WHO I'D LIKE TO MEET

"Lost (I'm an addict) Family Guy, My name is Earl, American Dad, Prison Break, Scrubs, The Simpsons. People say Simpsons has gone downhill, but I don't think it has. They're wrong."

CURRENTLY PLAYING

Oblivion, Resistance, Dark Cloud

WHY WE MADE HIM TOP 8

Good telly taste, and we agree that The Simpsons is still top notch. We think you're lying about the whole CIA thing, though...

Donnie Bosco

ABOUT HIM

"I'm an amazing singer. My voice is like sweet angels and I am the best at *SingStar* in the galaxy. I like indie music and Skins. Wahey!"

INTERESTS

Music: "I like Turbowolf, The Klaxons, The Horrors, Arctic Monkeys, Tigerpicks, Le Tigre, Larrikin Love, Hell Is For Heroes, DJ Format, Biffy Clyro, CSS, Deftones." Films: "Anchorman, Kill Bill, Requiem For a Dream, Fight Club, Snatch. TV: "Skins, The Mighty Boosh."

CURRENTLY PLAYING

Singstar Rocks

WHY WE MADE HIM TOP 8

He really is convinced that he's some kind of *SingStar* god.

Gaz

ABOUT HIM

"I play the cornet."

HEROES

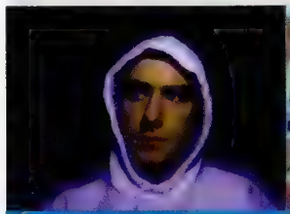
"Peter Schmeichel, The Undertaker, Stevie Wonder, Alex Ferguson, Ryan Giggs, Yu Suzuki – he created many great games especially Shenmue, Hideo Kojima - the genius behind Metal Gear Solid."

CURRENTLY PLAYING

Resistance, Ico, Fahrenheit

WHY WE MADE HIM TOP 8

His MySpace page is the most in-depth we've ever seen. His music section must be, we estimate, about 80,000 words long.



DigitalXSpace

ABOUT HIM

"I'm engaged to the most beautiful woman in the world, Sarah."

INTERESTS

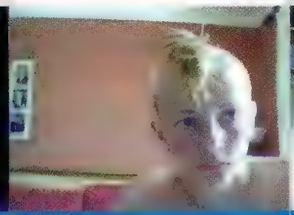
"I have all sorts of interests really, from animal welfare to computers. I'm really into Lost at the moment. Film-wise, I'm mostly into action and horrors but there is a few like family and comedy I like too. I read Harry Potter whenever I can."

CURRENTLY PLAYING

Harry Potter: Order Of The Phoenix

WHY WE MADE HIM TOP 8

As an engagement gift. What? Us, cheap? How dare you!



Fred

ABOUT HIM

"I love the drums and music is my life. I like partying."

MUSIC

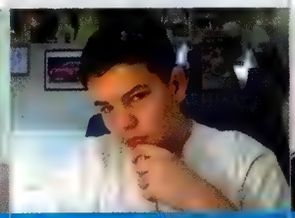
"Atreyu, Avenged Sevenfold, Billy Talent, Blink 182, Bob Marley, Bowling for Soup, Bullet for my Valentine, Children of Bodom, Dropkick Murphys, Transplants Zebrahead, Korn, Lamb of God, Linkin Park, Mastodon."

CURRENTLY PLAYING

Guitar Hero 1, Guitar Hero 2

WHY WE MADE HIM TOP 8

Fred makes Kratos look tanned, which in Victorian times would've drawn jealous looks at high-society functions.



.:*:.Damez.:*:.

ABOUT HIM

"I was born in Warsaw, Poland. My weakness is baby faces."

INTERESTS

Movies: "Godfather, Beverly Hills Cop, Rocky, Coach Carter, Annapolis, Rambo, Prestige and more..." TV: "Prison Break, My wife and kids, Simpsons, Little Britain, Yo Mama, Eastenders. I also like footy, R&B and chillin'."

CURRENTLY PLAYING

Ninja Gaiden Sigma, Transformers

WHY WE MADE HIM TOP 8

Baby faces make us go weak too. But only because of a rare genetic disease that makes us allergic to babies. Specifically, their faces.

Live long and rock!

ABOUT HIM

"I am a rocker at heart, but don't dress like one. I have brown eyes and brown hair."

WOULD LIKE TO MEET

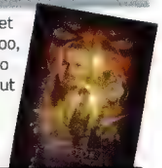
"I would like to meet the Foo Fighters someday, and my other favourite bands. I would like to meet George Lucas and Johnny Knoxville."

CURRENTLY PLAYING

Resi 4, Tomb Raider Anniversary

WHY WE MADE HIM TOP 8

We'd like to meet George Lucas too, although only to tell him off about The Phantom Menace.



MySpace Want to make our Top Eight? Go to www.myspace.com/psm3 and send us a friend request. We'll welcome you aboard shortly.

You What?

Black zombie, white zombie, red all over zombie. It doesn't matter what colour its skin is, a zombie is a still a zombie and must be destroyed.
Bakahead, MySpace
Baka responds to the *Resident Evil 5* racism debate the best way he can: with logic. Hey, there. You know, girls are lying when they say size doesn't matter. And I got proof.
Stephen, MySpace
A quick notice to Stephen Brierley: your MySpace page has been hacked and it's posting dodgy adverts all over the PSM3 page. Sort it out! And size DOESN'T matter, OK?!
Apart from the graphics *Shadow Of The Colossus* is rubbish. The game is 'get on a horse, run towards a beast and beat it'. That's it.
Happy Chicken, email
Oh dear. You are so, so wrong we don't even know where to begin. So we'll begin by calling you a fart-knocker. *Colossus* is utterly amazing.

Reader Critic

Disagree with our reviews? Then show us how it's done

Logan's fun The massive battles in *Spartan* are cinematic. A bit like in the movie 300.

Spartan: Total Warrior

Overlooked slash-'em-up gets some much-deserved kudos

Reader Profile

Name Chris Wyer
Location Norwich
Fave games *Kingdom Hearts, Call Of Duty, Star Wars: Battlefront, MGS3*
About me I'm just a simple guy who likes to eat pizza and throw abuse at girls. <Erm...>

This is one of the best games of all time – mainly because of the simplicity of it, and the fact that you get to play as a Spartan. You start off defending your home city. This is a great opening level. Not as impressive as *God Of War*'s hydra battle, but epic in its own right. You have to kill Roman soldiers, escort sappers, blow up siege towers, kill more Romans, defend the king, defend a gate and then release reinforcements before the king dies, *then* you follow the king. You see Talos, a huge bronze titan (a bit like the one at the start of *God Of War 2*), *then* you have to kill some engineers with a cauldron of oil, protect the oil from the Romans *and* shoot catapults at Talos. Phew.

The first three missions are always my favourites, but when you get to the Barbarians, *Spartan* loses its way somehow. The game can be frustrating, but it's quite easy to beat – my second time took me three days, from chapter one to Ares himself. Along your way, you'll meet many mysterious mythical monsters, such as skeletons inside the Trojan horse to a hydra to a skeleton dragon to the minotaur. But none of these boss fights are ever quite satisfactory.

The Gates Of Saturn is another great level, but only because you're back with your Spartans to kick some Italian arse – but the sorcerer, Sejanus, returns after you've killed him, so he'll end up needing another good kicking. But all in all, a bloody great bloody game – which deserves another 'bloody' because of all the decapitations – but I'll let you find out about that for yourself when you play it. This will be a bargain now, so get it. **Chris Wyer**

Reader Verdict

Bloody and epic, this is as good as anything *God Of War* has to offer. **87**

Email Subject 'Critic' to psm3@futurenet.co.uk. Or post a review to the usual address.

Robot Wars

Why on Earth has James been playing this?

All's fair in love and *Robot Wars*. These words from Spaced inspired me to dig out an old game that had been fermenting in a deep dark corner for over two years now. Five minutes in and after fiddling with ugly menus, you discover that the pre-made robot is the worst heap of junk in Robot Wars history. So you're forced to create your own machine from scratch, with no concept as to what makes a good robot. Into the matches themselves. Most of the time, they are far too easy to win, with the incredibly clumsy AI having suicidal tendencies that take them regularly into pits, water, blast furnaces and generally anything else they can think of. You can unlock famous 'bots like Hypnodisc and the house robots, but it's just not worth the hassle to do so. Oh, well. **James Nelms** **38**

Super Rub-a-Dub

The ducks rub Tyler up the wrong way

This started off as a tech demo showing off the Siaxis motion control and, at the same time, PS3's nice water effects. Now, after months of anticipation, it's been released as a game. The aim of the game is to save some ducks. Basically, you are a big rubber duck and you have to gather the ducklings trapped in bubbles into the plug hole in as little time as possible. To move the duck, you have to tilt the tub in all directions using the Sixaxis, and if you flick your wrist you'll bounce the tub and make your ducks hop. Getting more ducks down the plug hole in one chain affects your total score, and that is taken away from your overall time. The Sixaxis control is very responsive when you get good at it. *Super Stardust* is much better though, so get that instead if you want a download game. **Tyler Roberts** **53**

"It doesn't matter what colour it is – zombies must be destroyed!"
Bakahead MySpace

Transformers
Even fans hate this shoddy film tie-in

Right, before you start accusing me of not getting into the spirit of the movie and being cynical for the sake of it, I actually love Transformers. It's brilliant and I think the '80s movie is one of the best things I have ever seen, especially the music. Anyway, this game has none of the spirit of the retro Transformers. It's based on the rubbish new film, and as a game it's even worse. The fighting is really awkward and getting a punch in is so difficult it hurts. The best thing is the way you transform, but the gimmick soon gets quite boring and you will probably just throw the game in the bin. The cut-scenes are awful and the plot is hardly even there. This is a really crummy and lazy game that's a sorry excuse for a piece of Transformers merchandise. Rubbish. **Adrian Pepper**

28

PSM3 You were so right!

"The tactics make it better than most other shooters out there"
Serrafin, email

GRAW 2
We said "Combines strategy and shooting to excellent effect. Feels like war."
PSM31 | Nathan Ditum | 86%

"It's too easy to die. Realistic? Yes, but not a lot of fun"
Elaxtrix, email

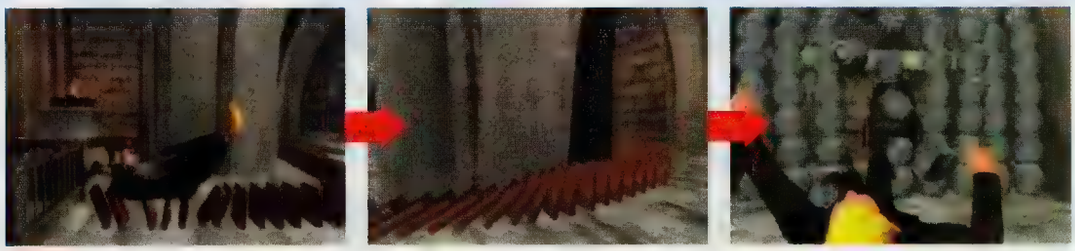
PSM3 You were so wrong!

YouTube The Video Zone
Out there gamer vids from the cyberdepths

Final Fantasy XII spoof by Mega64

ROFL! Serial pranksters Mega 64 send up *FFXII*'s ridiculous 'notoriety' minigame by running about dressed as Vaan, quoting the famous line, "I'm Captain Basch Fon Ronsenburg of Dalmasca!" http://tinyurl.com/24mf30

Oblivion dominoes by Secumfex



OMG! This is incredible. This dude has piled up loads of books and objects to create a domino effect in *Oblivion*. The amount of thought that must have gone into this is unbelievable... http://tinyurl.com/2a8qrr

Final Fantasy VII spoof by Xerohour

WTF! Watch in awe as the cast of *FFVII* go to work in a burger joint. Cloud battles a potato, area manager Sephiroth gives him an earful and Barret swears a lot. One of our fave vids ever. http://tinyurl.com/2flern

Splinter Cell 'homage' by Bidoproductions

LOL! An unconvincing Sam Fisher skulks about in 'Tom Clantig's' *Splinter Cell*. The constant loading pauses made us laugh, as did the hilariously awful acting, sets and costumes. Good work. http://tinyurl.com/yo4thr

@ Created your own brilliant fan vid? Or just found a gem you want to share? Email psm3@futurenet.co.uk and tell us all about it.

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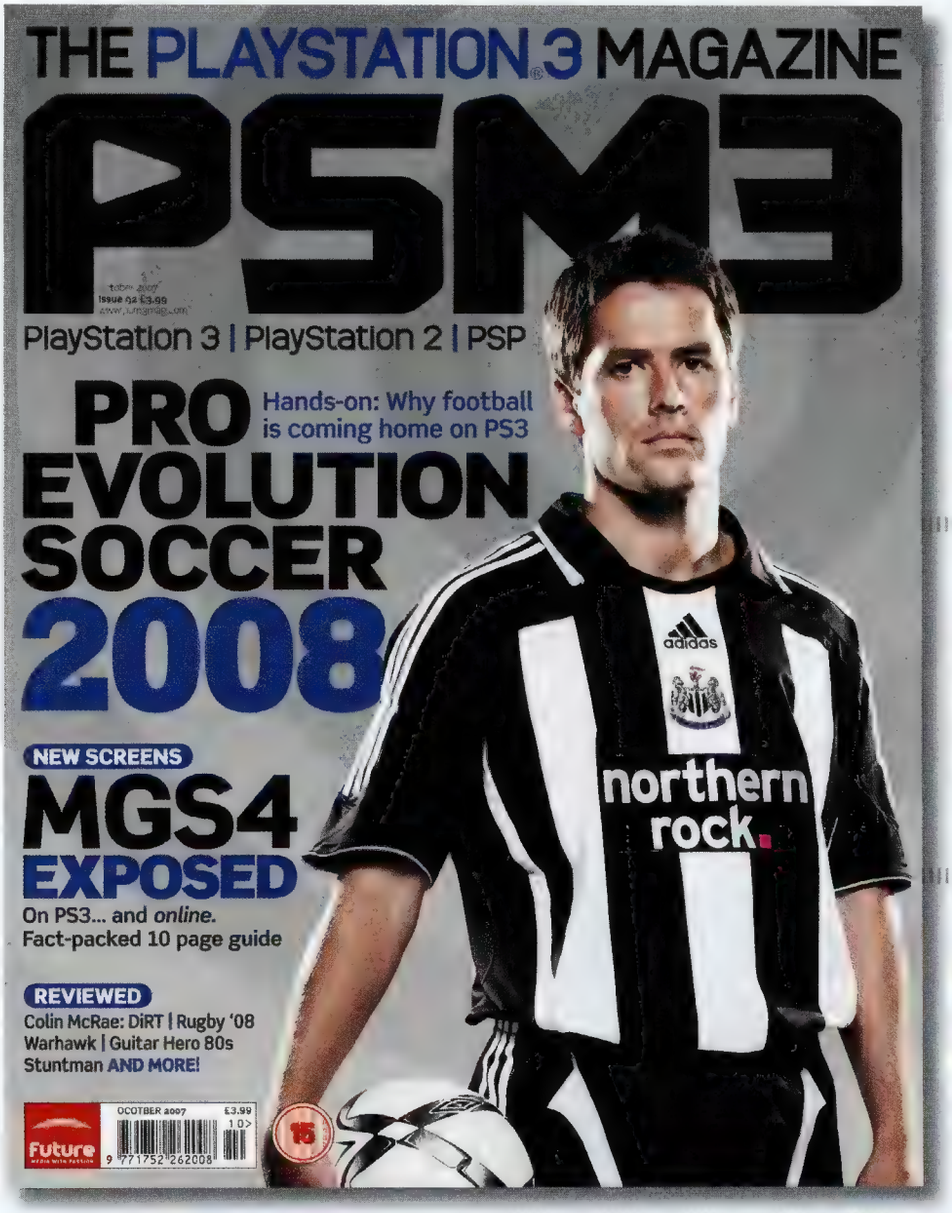

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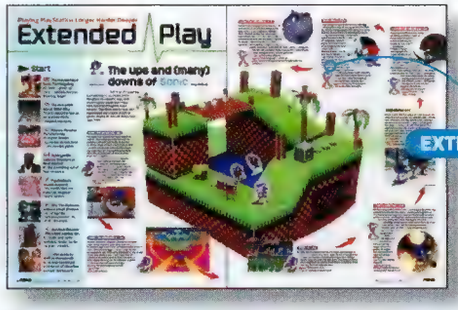

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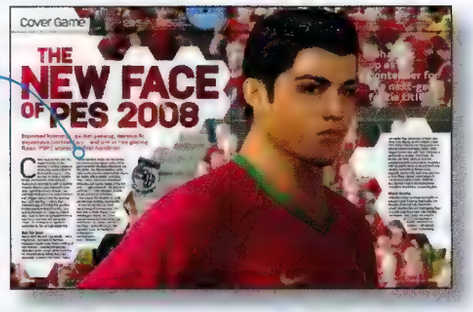

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Players 1 | **Genre** Stealth
FYI Probably PS3's most-anticipated game

ON THE DISC
See the recent MGS4 E3 trailer on the disc now

THE ULTI MG

MATE GUIDE TO GS4

Whether you're an *MGS* virgin or just baffled by its mad extremes, here's everything you need to know.

Rammed full of mad soap opera plots, giant robots and more jargon than an entire season of 24, the *Metal Gear Solid* series is as confusing and confounding to some, as it is satisfying and unrivalled to others. Massive, one hour long boss battles, endless CODEC conversations, incredibly contrived plots centred around pacifism and cloning, the la-la-la-li-lo, twisted family connections that would stretch even for the most outlandish of television dramas, and cheeky gameplay that encourages you to disconnect your joypad (Psycho Mantis in *MGS*) or turn off your console (Campbell in *MGS2*) – is it any wonder that many gamers are left scratching their heads at *Metal Gear Solid* creator Hideo Kojima's madcap extremes?

Well scratch no longer, because we're going to lay *everything* out for you to get you up to speed for *Metal Gear Solid 4*. Whether you're a tuxedo-wearing expert or a snake-eating virgin, we guarantee* that everything will seem a whole lot clearer after reading this. And you should read it too, because from the intelligence we've gathered, we're expecting *Metal Gear 4* to be the most exciting console game since *God Of War 2* or, well, anything, ever – only with loads and loads of bits where people stand around talking on radios for hours. Get ready for the ultimate hi-def, high death *Metal Gear* experience – only on PS3.

*Redeemable guarantee value = 0.001p.

MGS4 profiles

The *Metal Gear* 'family' explained

Colonel Roy Campbell

First appearance: *Metal Gear 2: Solid Snake* (MSX2)
Nationality: American
Affiliation: Philanthropy
Looks like: Richard Crenna
Voiced by: Paul Eiding
Biography: Took over FOXHOUND after Big Boss's defection in Metal Gear. Slept with his sister-in-law.
What he's doing in *MGS4*: He comes out of retirement to give Solid his final mission – to fly to the Middle East and halt Liquid Ocelot's plans of world domination...

Meryl Silverburgh

First appearance: *MGS* (PSone)
Nationality: American
Affiliation: FOXHOUND
Looks like: Winona Ryder
Voiced by: Debi Mae West
Biography: Snake's potential love interest, and official niece of Colonel Campbell (although she's actually his daughter), Meryl has risen through the ranks since the original *MGS*.
What she's doing in *MGS4*: She's now the leader of a reactivated FOXHOUND – this was the group set up by Big Boss to track down rogue FOX agents; FOXHOUND later went rogue itself, when under the control of Liquid Snake during the Shadow Moses incident depicted in *Metal Gear Solid*. She doesn't seem to be leading well though – one *MGS4* trailer seemingly depicts her squad getting wiped out by Liquid Ocelot while infiltrating one of the PMCs (Private Military Companies) affiliated with Outer Heaven (Liquid's personal army).

Hal 'Octacon' Emmerich

First appearance: *Metal Gear Solid* (PSone)
Nationality: American
Affiliation: Philanthropy
Looks like: Jeff Goldblum
Voiced by: Christopher Randolph
Biography: Otacon was the designer of Metal Gear REX – after Solid rescued him in *MGS*, he became the 'Q' to Snake's Bond.
What he's doing in *MGS4*: He's going to invent lots of new gadgets for Snake – our fave so far is the Octocamo suit, which can make the wearer blend into any surface.

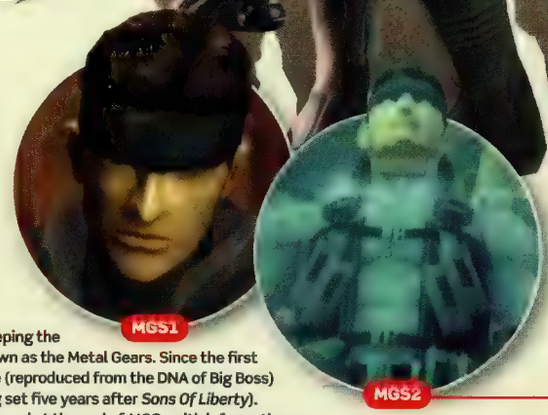
> "The Raiden/Vamp fight in the E3 trailer is a doozy"

Raiden

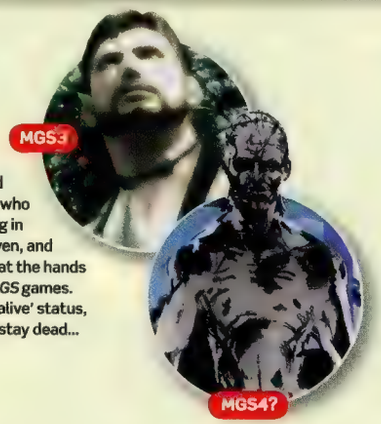
First appearance: *Metal Gear Solid 2* (PS2)
Nationality: Liberian
Affiliation: UNKNOWN
Looks like: Taylor Hanson
Voiced by: Quinton Flynn
Biography: Raiden was the unexpected fop hero of *Metal Gear Solid 2*, flooring fans expecting another Solid Snake game (unsurprising perhaps when you consider all the trailers for the game featured Solid prominently). Orphaned by the Liberian war, Raiden was adopted by Solidus Snake (another Big Boss clone), who manipulated him into becoming a powerful warrior.
What he's doing in *MGS4*: Raiden's had most of his body parts replaced with cybernetic prosthetics – he's falling apart apparently. Not that you'd know it to see him fight – he can still make mincemeat out of a group of GEKKO Metal Gears with his high-frequency blade. He's onboard to help Snake out – but does he have his own agenda?

Solid Snake

First appearance: *Metal Gear* (MSX2)
Nationality: American
Affiliation: Philanthropy
Looks like: Lee Van Cleef
Voiced by: David Hayter
Biography: Solid Snake is a black ops/spy entrusted with keeping the world safe from the huge bipedal, nuclear-armed robots known as the Metal Gears. Since the first *Metal Gear*, Solid Snake has gone from snot nosed new clone (reproduced from the DNA of Big Boss) to white-haired and decrepit war veteran (despite only being set five years after *Sons Of Liberty*).
What he's doing in *MGS4*: We last saw him melting into the crowd at the end of *MGS2* with information on The Patriots – a sinister organisation controlling the US Government. Despite having retired from active duty more times than Frank Bruno, he's now back to take them on – let's hope his colostomy bag is suitably hardy.



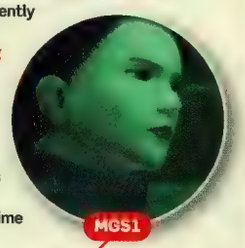
Big Boss



First appearance: *Metal Gear* (MSX2)
Nationality: American
Affiliation: None (but he's the 'hero' of *MGS3*)
Looks like: Sean Connery
Voiced by: David Hayter
Biography: The DNA template for Solid, Liquid and Solidus Snakes, Big Boss was a Vietnam war hero who resented the machinations of politicians, resulting in him attempting to form his own army, Outer Heaven, and constructing the very first Metal Gear. His death at the hands of Solid has sparked much of the conflict in the *MGS* games.
What he's doing in *MGS4*: Despite his 'differently alive' status, he'll play a role. This being *MGS*, he may not even stay dead...

Naomi Hunter

First appearance: *Metal Gear Solid* (PSone)
Nationality: American
Affiliation: Unknown
Looks like: Sarah Manners
Voiced by: Vanessa Marshall
Biography: Secret sister of the Gray Fox (aka the cyborg ninja), and the head of FOXHOUND's medical staff, Naomi injected Snake with the FOXDIE virus in *MGS*. His subsequent time of death was apparently unpredictable.
What she's doing in *MGS4*: Naomi turns up to tell a deteriorating Snake that he has only six months to live. Is she telling the truth, though? Time will tell.



Eva

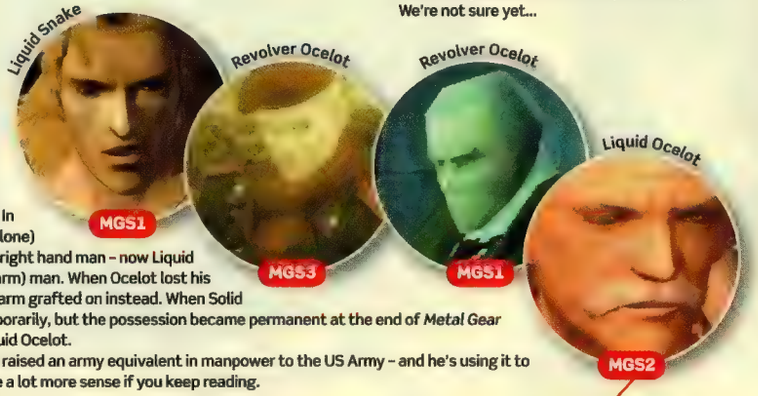
First appearance: *Metal Gear Solid 3* (PS2)
Nationality: American
Affiliation: Unknown
Looks like: Sarah Manners
Voiced by: Vanessa Marshall
Biography: *Metal Gear Solid 3*'s femme fatale defected to the USSR in the '60s. A top code breaker, she double-crossed Big Boss during his jungle mission.
What she's doing in *MGS4*: Now in her 70's, she returns, looking surprisingly youthful. Can she be trusted? We'll have to wait and see...

Vamp

First appearance: *Metal Gear Solid 2* (PS2)
Nationality: Romanian
Affiliation: Unknown
Looks like: Freddie Mercury
Voiced by: Phil LaMarr
Biography: A dangerous mercenary with a taste for blood, Vamp was a member of the Dead Cell unit that was co-opted to become the terrorist organisation 'The Sons Of Liberty' in *MGS2*. Vamp seemingly has supernatural abilities, as well as being indestructible – Raiden apparently kills him several times in *MGS2*, though he is seen in the crowd at that game's conclusion.
What he's doing in *MGS4*: *MGS4* will see a rematch between Raiden and Vamp – the 2007 E3 trailer showcases some of this epic fight, and it's a doozy. Whose side is Vamp on though? We're not sure yet...

Liquid Ocelot

First appearance: Metal Gear Solid (PSone)
Nationality: Russian/American
Affiliation: Outer Heaven
Looks like: Sam Elliot
Voiced by: Patric Zimmerman
Biography: Two villains for the price of one. In *MGS1*, Liquid Snake (yet *another* Big Boss clone) was the villain and Revolver Ocelot was his right hand man – now Liquid is Revolver Ocelot's literal right hand (and arm) man. When Ocelot lost his arm in *MGS1*, he had the deceased Liquid's arm grafted on instead. When Solid was near, Liquid could possess Ocelot temporarily, but the possession became permanent at the end of *Metal Gear Solid 2*, creating a new entity known as Liquid Ocelot.
What he's doing in *MGS4*: Liquid Ocelot has raised an army equivalent in manpower to the US Army – and he's using it to topple the world. Trust us, this will all make a lot more sense if you keep reading.



MGS for beginners

Your most obvious Metal Gear questions answered

What's *Metal Gear* all about then?
It's a treatise on pacifism, a six-game masterwork that asks questions about how we treat the men who fight for our country and the ramifications of the choices that politicians make. It's about brotherhood, betrayal, family, (almost everyone's related to everyone else in these games) and big robots. It's one of the most thoughtful franchises in gaming today, but one of the most action-packed too.

Yes, but what do you do?
Mainly sneak around in the shadows trying to avoid raising alarms.

Sounds pretty lame.
No, it's not, it's great. They also have deeply involved cinematic plots that twist and turn in completely unexpected ways, so you never know what's going to happen next.

Yeah? Tell me more about the robots.
Well, they're the Metal Gears, right? They're essentially two-legged nuclear launch platforms, used to establish dominance over the rest of the world – in theory at least. The first one was called Metal Gear TX-55. Solid destroyed that one. Actually, he destroyed several of them – although one of them, Arsenal Gear, almost destroyed New York. In MGS4, Metal Gears have been mass-produced for the battlefield with the codename GEKKO (derived from the Japanese word for moonlight). These are hugely powerful, and partly organic too. You can expect to fight a lot of them.

But there's guns? You get guns?
Well.. yes, loads, but it's really all about the story, the Wagnerian...

Screw that, I'm off!
Wait. There's porn.

Porn?
Yup, you can pick up and read grot rags in first-person mode.

Wicked, I'm in.

Old dog, new tricks...

Snake's new skills for *Metal Gear 4*

1 The nutcracker
Get the drop on a soldier, by using your Octocamo to sneak up to him, and then suddenly stand up with your gun drawn. Not only will he drop his gun in fear, you can then perform a nightclub bouncer-style body search. You can even give his balls a playful twist if you desire. Ouch.

Frisk assessment Hold the man up by targeting his vital areas, then you're free to check him.

Squeeze are good As you pat him down, he'll release vital items, like health or bullets.

Nut, for turning When he's paid up, give his eggs a quick twist to take him out of service.

2 Octo camouflage

Your new camouflage suit, the Octocamo, is so called because, like the octopus, it blends in with its surroundings automatically. Hug any wall, floor or melon, and you'll instantly adopt its visual characteristics. You can pull on a hood if you want to fully disappear, but it's not necessary most of the time. Useful for missions involving girls locker rooms no doubt, but equally vital for sneaking about in enemy strongholds and stealing important information from under their noses.

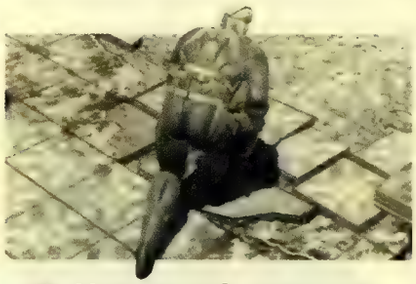
Menu service Simply select the camo from the main menu...

Statue of liberties You turn into a statue. And, er, grab his chap.

Can can You can 'roll out the barrel', but will be sick later.

3 Barrel roll

The cardboard box has long been a favourite hiding place for Solid (perhaps he was a tramp in a previous life), but it's not much use when you're being shot at. This time out you can hide in oil drums too, which can take a lot more damage. Sure, they're a bit noisier to walk around in, but being able to roll down the streets and indulge in a spot of tenpin soldier bowling is ample compensation.



4 New crouch move

Avoiding the enemy is all about making yourself as small a target as possible. This new move allows you to duck and move at the same time, broadening your options for stealth significantly. It's murder on your spine though – pause in crouch mode and Snake will rub his back and grimace. Maybe he should visit the osteopath more frequently. The perils of old age, eh?

5 Eye see

The Solid Eye is concealed within the eye patch that Snake sports in some of the screenshots. We're not sure if he actually loses an eye before he gets it, but it certainly compensates admirably if so. Acting like binoculars, he can use it to zoom in and out of the action. It also has a thermal vision mode, which is great for identifying threats when they're hidden behind defensive positions.

Mono-to-knee Crouch down and use your thermal scan.

Rear guard Check out the DVD to see Snake's moves in action.

New evasive moves

Previous games are anything to go by, you're going to spend a lot of time rolling around in the dirt. Good job you've got more floor moves than a Russian gymnast. Snake can live up to his name, crawling along the ground on his belly. He can also perform evasive moves, and even flip onto his back, zoom into first person mode and shoot someone.

7 New combat moves

Snake's learned plenty of new Close Quarters Combat (CQC) moves – he can disarm baddies by sneaking up behind them and kicking their legs out, before punching them in the bladder. He can also drag villains to the ground and choke them unconscious in a powerful judo hold. Sure, it's not up to WWE standard, but it's more than effective in a tight spot.

8 Ledge-andary

As in previous *MGS* games, you can hang off ledges to avoid detection. This time out, you can also do a nifty evasive roll off any ledge, grabbing it as you roll over and flipping round to face the action below. Although unconfirmed, we're pretty sure you'll be able to pull off some nice moves as you drop onto enemies below.

Mk my words The robot can be used to shock your foes.

9 Remote control buddy

This chap to the left is an advanced recon robot operated remotely by Otacon and Snake. He can be used to scout areas and stun soldiers for a short period of time. In a cute touch, Snake uses a PS3 controller to manoeuvre the Metal Gear about – just like you. The Metal Gear MkII is actually a cheeky reference to one of Hideo Kojima's earlier games, *Snatcher*, in which you had a miniature robot friend called Metal Gear – clearly, eco-friendly Kojima believes in recycling.

1 The war zone reporter cam...
The shoulder cam gives you a *Resi 4*-style over the shoulder camera angle. Apart from putting you right in the action, it can also be flipped from left to right – extremely useful for looking round corners and sniping from difficult angles.

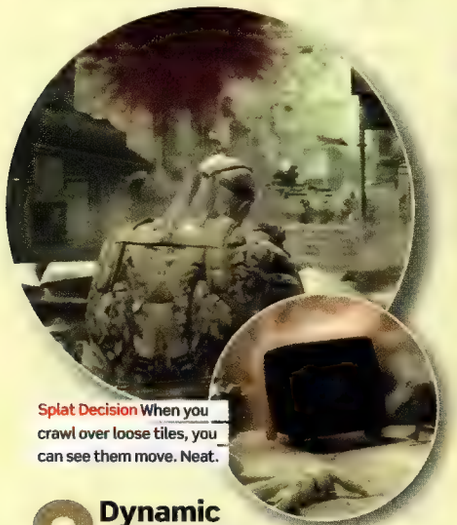
Third place With the new camera system, you can play the game through like *Resi 4* or *Gears Of War*.

When you draw your weapon, you can switch to an over-the-shoulder view like this while you move.

Laser, guy dead But it's best to knock him out – guards have the same three levels of sleep.

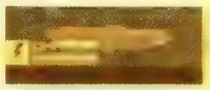
10 things we love in MGS4

Seen the trailer? Here's the bits you might have missed...



Splat Decision When you crawl over loose tiles, you can see them move. Neat.

2 Dynamic battlefield
For the first time in an *MGS* game, it truly feels like you're in the middle of a war zone. Bombers streak overhead as PMCs and local militias battle it out against each other. Bomb impacts shake the screen, vans explode and rock on their suspension when riddled with bullets, blood spatters the screen, buildings crumble and fall in the distance – it's stirring stuff.

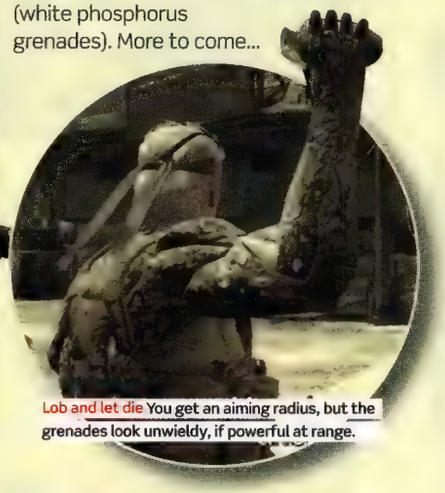


Blade company The knife's CQC moves are powerful.

3 Stunning blade
Your knife is kept close at hand at all times – as you'd expect, you can use it to make slashing movements Michael Myers-style and recreate the nastier moments of Halloween in a Middle Eastern setting. But you can also use it to knock people out, thanks to the powerful electrical charge the knife can produce. Ouch.

4 The snake ring
When lying down on the floor, a white ring with compass points surrounds Snake – but what could it mean? We reckon it's so you can tell your safety radius – we're pretty sure that anyone breaching that circumference will spot you. Or at least trip right over you.

5 Confirmed weapons
Expect to see P90 submachine guns rubbing cartridges with AK-102 assault rifles and mighty RPGs (Rocket Propelled Grenades) – all weapons popularised in the Middle East. *MGS2* was originally going to be set in this region, but ongoing conflicts there made it a little close to the knuckle. Other confirmed weapons include: Mk2 pistol (tranquilser gun), RPG7, Mosin Nagant (sniper rifle), grenades and WPGs (white phosphorus grenades). More to come...



Lob and let die You get an aiming radius, but the grenades look unwieldy, if powerful at range.

Barrel roll Playing *MGS* in FPS view seems a little crass to us – but we doubt it'll be easy to just blast on through.

6 Leaning on the Sixaxis

First tested in *Metal Gear Solid 3: Subsistence*, a first-person shooter mode has now been integrated into a proper *Metal Gear Solid* game for the first time. You can theoretically play through the entire game in first-person mode if you wish – and while in that mode you can tilt the Sixaxis to look round corners. Shaking the Sixaxis also returns your Octocamo to its natural state.

7 Modern war is rubbish

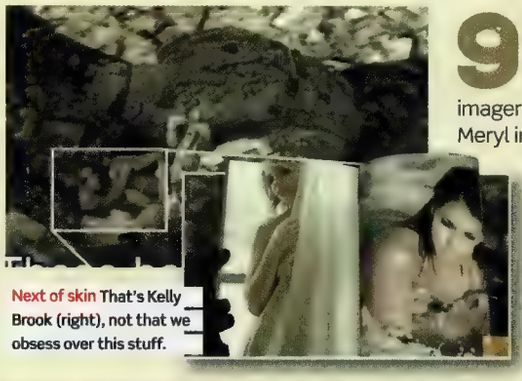
The streets may not be paved with gold, but they are covered in rubble and fluttering trash. You can even hide in giant waste bins, complete with buzzing flies, although they'll make you smell – thus more easily detected by enemy soldiers.

Bin and gone We're not sure how the smell bit works.

8 The reverse pineapple

There's something wonderful about the reverse over-the-shoulder grenade toss – a certain laissez-faire nonchalance as Snake gets up and strolls off, uncaring whether his explosive hits home or not. Pure class, that boy.

Rear we go Kojima went to real military training to learn these new moves.



Next of skin That's Kelly Brook (right), not that we obsess over this stuff.

9 Porn again

The *Metal Gear* series has always been a pornicopia of dodgy imagery – who could forget barging in on Meryl in the toilet in *Metal Gear Solid*, and the swimwear models on the inside of the lockers in *MGS2*? This time out you can actually flip through an entire grumble gazette in first person, enjoying pictorials of ladies with low self esteem at the expense of world peace. Shame on you.

Thumb of all fears You'll need to keep changing sides to your advantage.

10 Thumbs up

The battlefields often feature armies fighting amongst themselves, with the military superiority of the PMCs pitted against the ragtag local militias. By allying yourself with one or the other, you'll be able to gain their trust. Simply find a group pinned down by an opposing force, help them out, and they'll actually give you a thumbs up afterwards and help you later on – gives you a nice warm glow, eh?

"Help out, and they'll give you a thumbs-up"

MGS4: the established facts

Everything that's concrete about *Metal Gear 4*

Returning characters: Solid, Meryl, Roy Campbell, Otacon, Vamp, Liquid Ocelot, Raiden, Mei Ling, Naomi Hunter, Eva

Locations: South America, Middle East

Plot: The year is 2014. The world lies in ruins. War and business are partners, creating cash out of chaos. Battle has been taken out of the hands of governments and placed in the care of Private Military Companies (PMCs).

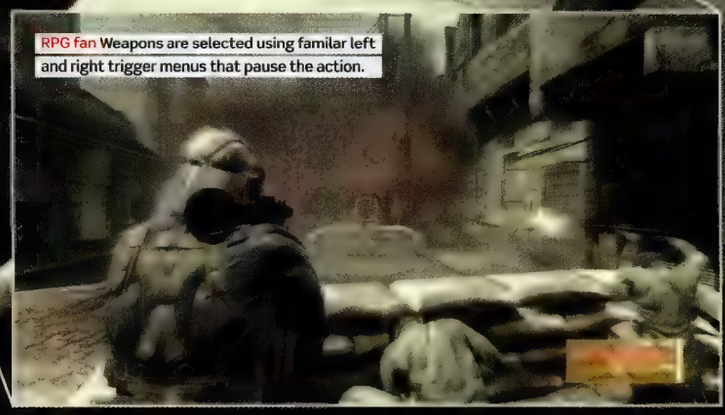
How is Liquid controlling the PMC soldiers?

Unknown to most, these disparate companies are actually controlled by one organisation, 'Outer Heaven', run by Liquid Ocelot. He's continuing the work started by his genetic 'father', Big Boss, and is planning to overthrow the Patriots and the world with his own army.

But he's being trailed by a re-activated FOXHOUND, the government group dedicated to tracking down rogue agents, which went rogue itself in *MGS*. Now cleaned up, it's led by Meryl Silverburgh, the rookie agent from *MGS*, who has vowed to take Liquid down. Her crew includes a blonde man invulnerable to nanoviruses. Raiden's back.

Meanwhile, since the events of *Metal Gear 2*, Solid Snake has been searching for Liquid, with the aid of his own group, Philanthropy, consisting of himself, Colonel Roy Campbell and Mei Ling. Snake has aged dramatically in the five years since *Metal Gear Solid 2*, as a result of the FOXDIE virus implanted in his body during *MGS1* by Naomi Hunter. Now Philanthropy has discovered that Liquid is located in the Middle East, and Solid travels there to track his brother down and finish things for good.

Wing command These robot birds are new to the series – but who is controlling them?



RPG fan Weapons are selected using familar left and right trigger menus that pause the action.

"Snake plans to track his brother down and finish him"

The games so far

The complete MGS story in chronological order

SPOILER WARNING

Metal Gear Solid 3: Snake Eater

Release 2004, PS2 **Set in** 1964

Plot FOX agent Naked Snake (the genetic father of Solid, Liquid and Solidus Snakes, later known as 'Big Boss') is charged with defeating the renegade Cobra Unit and destroying the top-secret 'Shagohod' tank. His defection was a ruse to get hold of part of a huge sum of money ($100 billion) that was to be used by a group of powerful men to fund their own wars.

Metal Gear Solid: Portable Ops

Release 2006, PSP **Set in** 1970

Plot FOX goes renegade. Big Boss is blamed, so he forms FOXHOUND to clear his name and track the rogue agents. Along the way, he becomes disenchanted with the US Government (run by the Philosophers faction) and gains the resources for a nation of soldiers ('Army's Heaven'). Towards the end of the game, Revolver Ocelot disbands the Philosophers and reforms them as the Patriots.

Metal Gear

Release 1987, MSX2 **Set in** 1995

Plot Rookie Solid Snake must recover a FOXHOUND agent, Gray Fox from a fortified state known as 'Outer Heaven'. Directed by his squad leader, Big Boss, he discovers the secret at its heart – the Metal Gear, a walking tank with nuclear capabilities. He finds the leader of Outer Heaven is Big Boss. Solid destroys the Metal Gear and defeats Big Boss, who initiates the complex's self destruct sequence, and seemingly dies in the explosion.

Conspiracy theories & unanswered questions

Some educated guesses about *MGS4*'s plot – rated by our *MGS* experts

1 The game takes place over two time periods

People have speculated that, like *MGS2*, *MGS4* takes place over two time periods, the 'present' (ie 2014) and the future. This is mainly suggested by the fact that Raiden appears as an apparently normal soldier as part of Meryl's FOXHOUND unit (the soldier with a tuft of white hair that's unaffected by Liquid's nano attack), and later as a cybernetic warrior fighting Vamp in a South American location. This in itself doesn't prove the game take place in two different time zones though – Raiden could easily be a cyborg under his uniform, as old Solid is seen with Raiden in that scene and in a later scene with him as a cyborg. There certainly can't be much of a time difference – Solid only has just six months to live after all.

Plausibility rating: 5 out of 10

Tuft at the top We're pretty sure the masked man is Raiden (above)

2 Raiden isn't Raiden

Like Gray Fox before him (the Ninja in *MGS*), Raiden has been transformed into a mostly cybernetic being. It's possible he's a puppet of the Patriots now, a killing machine guided by the nanomachines inside his body. After all there is precedent – it was the Patriots controlling his actions in *MSG2*, in the hope of creating the ultimate soldier. Have they now succeeded? Will Snake have to take him down? Let's bloody well hope so.

Plausibility rating: 6 out of 10

3 Vamp is a good guy

Despite his penchant for slaughtering people and drinking their blood, we reckon he'll be on the other side of the fence this time. He's got a score to settle with Liquid Ocelot, who killed his love, Fortune in *MGS2*. The gory fight between him and Raiden doesn't necessarily disprove this theory – we don't know why they're fighting after all.

Plausibility rating: 8 out of 10

4 Is EVA someone's mum?

It's unlikely but possible. Fans have speculated that EVA is either Solid or Meryl's mum, thanks to a similar conversation between Solid and Meryl in *MSG1* (Meryl: "Is there anyone you like?" Snake: "I've never been interested in anyone else's life") and EVA and Big Boss in *MSG3* (Eva: "Snake, is there anyone you like? Someone special?" Snake: "I've never been interested in other people's lives"). The theory is that this conversation reflects a shared genetic history. Snake is a genetic clone of Naked Snake (Big Boss), explaining his half of the conversation, so if EVA is anyone's mum, the most likely candidate is Meryl's. We know Meryl was the result of an affair between Roy Campbell and his brother's wife – could Matt Campbell have been married to EVA?

Plausibility rating: 7 out of 10

Not for eva The saucy spy double crosses Big Boss in *MGS3*. Sexily.

5 Will Snake plug himself?

"This is my final mission. Some stories can't be told by words. Some legends are meant to die." These words are spoken by Solid in one of the *MGS4* trailers, shortly before the warrior puts a single bullet into the chamber on his gun and puts the barrel into his mouth. Will Snake die? According to Kojima, that scene does indeed play out near the end of the game, but while suicide is seen as a way of restoring honour in Japanese culture, we don't think Snake will go out like that (he is an American after all). We're pretty sure Solid *will* die – we just think it'll be in slightly more heroic circumstances.

Plausibility rating: 2 out of 10

6 You play as Raiden after Snake's death

We think this is quite unlikely – Kojima is unlikely to want to repeat the anguished outcry that followed Solid's replacement with Raiden in *MGS2*. He has also stated that Solid will be the only playable character in *MGS4* on several occasions. We think there's a possibility that the game may be replayable with Raiden as a completion bonus though.

Plausibility rating: 3 out of 10

7 The game will end in all out nuclear war

We already know it's Snake's last mission – but will it be the end of the world as we know it? Threatened since the outset of the series, the *MGS* world has always been on the brink of nuclear war – will this be the game in which Kojima's finger finally pushes the big red button it's been hovering over?

Plausibility rating: 3 out of 10.

Metal Gear 2: Solid Snake

1990, MSX2 1999

A scientist is captured by the heavily fortified nation Zanzibar Land. Under the command of new FOXHOUND leader Roy Campbell, Solid attempts to rescue him, only to discover that the leader of Zanzibar Land is Big Boss, with a now defected Gray Fox as his right-hand man. Snake defeats Big Boss, Gray Fox and another Metal Gear, before leaving the military and disappearing into the wilderness.

Metal Gear Solid

1998, PSone 2005

Solid is called to take out FOXHOUND, which has gone rogue under Liquid Snake and is demanding the release by the government of Big Boss's body. Solid is helped by a ninja, who turns out to be Gray Fox. Snake discovers his origins as a clone, and that Liquid is his genetic brother. Solid kills Liquid. Revolver Ocelot (who lost an arm in a fight with Solid) is revealed to be working for the President – George Sears, AKA Solidus Snake.

Metal Gear Solid 2: Sons Of Liberty

2002, PS2 2007-2009

Solid Snake infiltrates a tanker believed to be holding a new Metal Gear. He discovers it, but Revolver Ocelot (who has had Liquid's arm grafted onto him) sinks the ship and steals the Metal Gear. Two years later, a young agent named Raiden is charged by FOXHOUND to rescue the President from the 'Big Shell' Oil facility, located just off the New York shoreline. He's being held by the former members of an anti-terrorist group, 'Dead Cell', who are now calling themselves the 'Sons of Liberty'. It transpires they are led by Solidus Snake, and the entire mission is in fact a ruse set up by the Patriots to train Raiden as the ultimate soldier. Ostensibly on their payroll, Solidus reveals his plan to betray and destroy the Patriots and launches Arsenal Gear, the ultimate Metal Gear. With Solid Snake's help, Raiden manages to defeat the Metal Gear. Solid and Otacon vow to track down and destroy the remaining Patriots.

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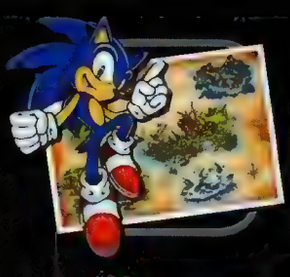
Dark Samus Must Die

Nintendo's sexy bounty hunter returns to finish the job...



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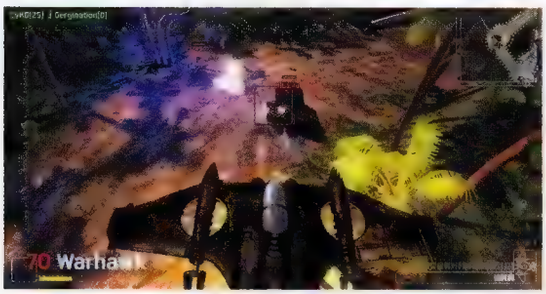
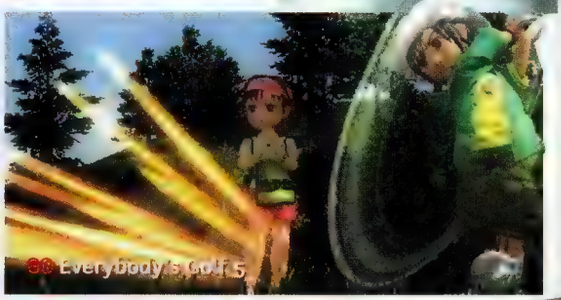
PSM3 Reviews

Instant PlayStation justice

64 Colin Mcrae: DiRT

79 Madden NFL 08


70 Warhawk


80 EveryBody's Golf 5

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"The game shines online, but combat flaws let it down"

Monster Hunter 2

page 82

PSM3 review scoring system

0-29
Rubbish
An absolute stinker and an insult to gaming. The makers should be ashamed.

30-49
Poor
Why did they do that? Some simple playtesting could have worked wonders.

50-69
All right
Hey it works, and we can see what they were trying to do. And that's about it.

70-84
Good
Worth playing, especially if you're a fan of the genre. It just lacks that touch of greatness.

85-89
Superb
This is the sweet spot. If a game scores in this zone it's definitely worth your money.

90+
Amazing
You must get this. Failure to do so would mean missing out on a real console classic.

PSM3 BUY IT

The Award
If you see this, then you should buy that game.

The Team

The PSM3 reviews team. Plus an in-denial emo fan in Nu Rave specs.

Daniel Dawkins
Specialist in Extreme sports, running away from the sea.
Playing *Pro Evo 2008:* "Master League's the same again... *gah!*"

Nathan Irvine
Specialist in Sports games, drinking cider from juice bottles.
Playing *Everybody's Golf 5:* "Sweeter than candied honey."

Andy Kelly
Specialist in Role-playing games, terrible, *terrible* sunglasses.
Playing *Warhawk:* "War. What a futile activity. It makes me cry."

David Cook
Specialist in Shooters, going to the chapel, going to get married.
Playing *Stuntman: Ignition:* "Makes me too angry to speak."

Joel Snape
Specialist in Beat-'em-ups, delicious smoothies.
Playing *Rugby 08:* "Rugby's like fighting, but with oval balls."

Mike Channell
Specialist in Driving, highly thoughtful fruit-perusal.
Playing *Colin McRae: DiRT* "But grape-staring is more fun."

Disagree with our reviews? Email your outraged rant to **psm3@futurenet.co.uk**

Pub Codemasters | **Dev** Codemasters
Price £50 | **Release** September 21
Multi-player 1-100 (online)

ON THE DISC
We'll review *DiRT* on the disc next issue
PS3/Reviews

Zoinks, Scoob It wouldn't be a *Colin McRae* game without the Subaru Impreza.

Strike a light The lighting effects are absolutely stunning, and haring through the dappled shadows of a forest actually adds to the challenge of the game.

PSM3 BUY IT

Colin McRae: DiRT

The off-road race king returns to claim his crown

KNOW IT NOW

- Lots of countryside to churn up? ☑
- Ridiculously fast racing? ☑
- Stunningly authentic visuals? ☑
- Multi-player, Jim, but not as we know it? ☒

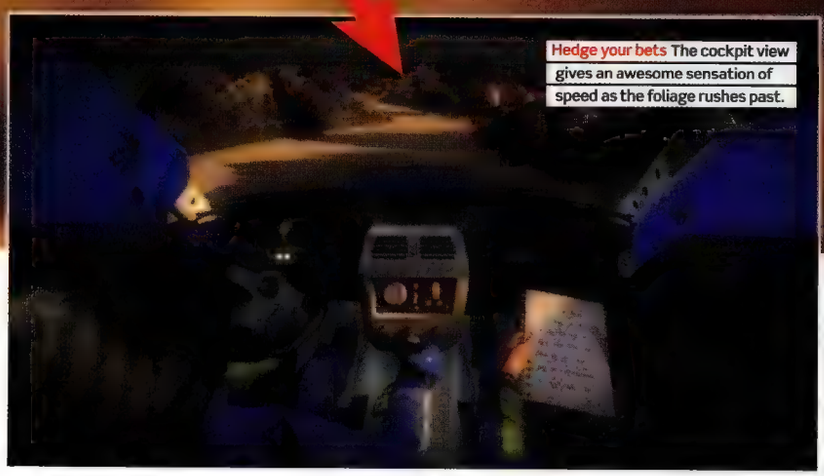
Redesigning a British institution for America – it's a tricky business, and the results are, let's be honest, usually a bit knob. Just look at the Italian Job remake – you can almost see the fear in Edward Norton's eyes. It's a pleasant surprise, though, that *Colin McRae: DiRT*'s increased emphasis on American off-road racing is such a triumph – more so, perhaps, on PS3 than Xbox 360 (see page 67). The series' fan base has always been a nice balance between hardcore motorsport fans and gamers who just want to rag the rims off a four wheel drive monster, but after nine years the addition of new disciplines, such as pickup racing and hill-climbing, is a breath of fresh air.

DiRT now covers all corners of the off-road scene, from enormous pick-up trucks and big rigs, to tiny CORR buggies that are little more than a clothes horse with an engine. There's a heavy dose of grass-roots American dirt churning, but fortunately for purists there's still six full rallies in the classic *McRae* style, with varied stages and surfaces, and a selection of modern rally machines to rattle along them with. The biggest addition is that it's no longer always just you, the stage and the clock – with new rallycross events, you'll be racing on an off-road circuit against nine other competitors, with all the door handle bashing that entails. It's a big shake-up for the series and should appeal to people who crave full-contact racing.

Rallying call

One upshot of the transition from Colin Mac on PS2 to Big Mac on PS3, is that

"A triumph – more so on PS3 than Xbox 360"



Hedge your bets The cockpit view gives an awesome sensation of speed as the foliage rushes past.

McRae himself barely gets a look in, being relegated to the role of an AI competitor in the odd race. Instead you're guided round the slick menu system by Yank mouthpiece Travis Pastrana, who is a bit of an extreme sports hero and happens to enjoy chucking a rally spec Impreza around for Team Subaru USA in his spare time. Some may find his enthusiastic comments grating, but for those unfamiliar with the race types on offer there are some nuggets of info in amongst the braying.

Graphically, the game is a tour de force. It really feels like you're in a large expanse

DiRT 101

Know your rally

The spectacular events that inspired *DiRT*...

Event X-Games 2006
YouTube search McRae X Games
One of the looks available for the Subaru Impreza 06 is the No Fear sponsored X-Games livery. In his attempt to snatch the gold medal from Travis Pastrana, Colin McRae managed to roll his car over a short jump just metres from the end of the stage. The Scot carried on driving when the car landed on its wheels and still managed to bag the silver.

Event Race To The Clouds 2006
YouTube search Mike Ryan Pikes
Plenty of people will play *DiRT* and assume the Big Rigs portion is just a figure of the developer's imagination. Not after watching the video of Mike Ryan booting the cab of an articulated lorry up the Pikes Peak hill climb in 2006. We're still unsure about whether that ridiculous spoiler on the rear actually does anything, but it's frighteningly quick.

Event Pikes Peak Hillclimb 1988
YouTube search Climb Dance
The Peugeot 405 T16 is part of the long tradition of hammering stupidly powerful rally cars up Pikes Peak. A film called Climb Dance, shot at the 1988 event, has Ari Vatanen demonstrating the kind of off-road handling skills you should aspire to in *DiRT*. The rear end of the Finn's car practically dangles off the edge of the mountain at some points.

Bugging out These little dune buggies leap like a herd of gazelles over the bumpy CORR courses.

Trucking hell We're sure it can't be safe to drive trucks this size at such ludicrous speeds.

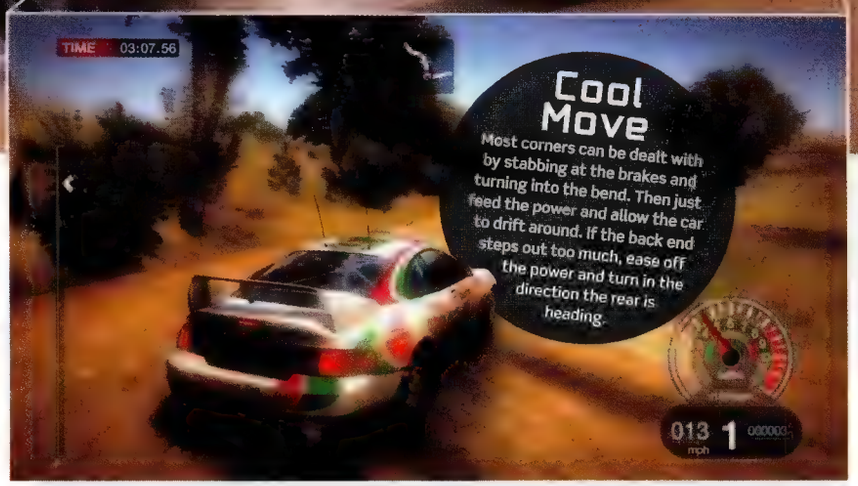
of realistic countryside, which is crucial in a rally game, and every leaf on every plant is visible as you hurtle past. The old *World Rally Championship* games, by *MotorStorm* developer Evolution Studios, had the march on *McRae* in this respect, but on PS3 there's no doubt that *DiRT* is the prettiest off-road racer around. The car models are equally impressive, particularly when they begin to shed their component parts, revealing moving engines and suspension. The damage model is among the best we've seen, with panels crumpling and detaching, wheels sheared off and windscreens shattered when you inevitably collide with the scenery.

The sound's no slouch either, with the roar of bellowing engines, turbo chatter and gearbox whine combining to give a glorious sensation of speed and power. You'll even hear the sound of gravel pinging off the car's undertray if you listen carefully. It does a great job of translating the feeling of teetering on the edge of control at over 100mph to your living room.

Gunning up that hill

After spending a good few hours throwing gravel into the air, we've established a firm favourite of this game's many locations. Pikes Peak is *DiRT's* answer to *Gran Turismo's* Nürburgring – 12.4 miles of twisting gravel and highway, climbing 1,439 metres up a Colorado mountain. During the seven-to-nine minutes minimum that it takes to scream up this hill (and that's in one of the ludicrously quick 'unlimited' vehicles), you'll have to contend with trees, rocks, sheer drops and, bizarrely, a log cabin slap bang in the middle of the course. It's a challenge unique to *DiRT* and will no doubt be extremely welcome for hardcore and tremendously popular online. Best of all, it's not even the only full hill climb in the game – there's also the 8.7 miles of Windy Point in Arizona to thunder up as well.

Talking of online, it's unfortunately the only area where *DiRT* doesn't excel. Considering the new emphasis on multi-car racing, the fact that the game's online mode is essentially just live time comparison is a major disappointment. There are no ghost cars, no replays and you don't even get to choose the combination of car and track – instead you vote for one of six randomly selected challenges and then have to deal with what you're given. It's not a disaster, and with a potential 100 competitors in any one session it does add


TIME 03:07.56
Cool Move
Most corners can be dealt with by stabbing at the brakes and turning into the bend. Then just feed the power and allow the car to drift around. If the back end steps out too much, ease off the power and turn in the direction the rear is heading.
013 mph
1

Stat bastard

During this review we managed...

172 ft, longest slide

75 ft on two wheels

172 mph top speed

12 Cars totalled

08 Miles without crashing

Drifting away The sharper the corner, the more likely that drifting is the fastest way around it. *Colin*'s cars are gloriously chuckable and you'll quickly learn the art.

an extra level of tension to proceedings, but compared to the high standard of the rest of the game, it's a real shame.

Colin McRae: DiRT is undoubtedly an excellent game, and players will find more variety and depth here than in *MotorStorm*, PS3's other off-road racer. The number of vehicles and racing styles available means that throughout the 66 stage Career mode, you'll try your hand at races that would be strong enough to form the basis of a game of their own. Inevitably you'll have favourites (and similarly, vehicles that you would rather be run over by repeatedly than actually drive) but Codemasters' mission to broaden its offroad series in the same way it did with the *TOCA* games is a huge success.

We were initially worried when we first heard that the latest *Colin McRae* game was getting a monosyllabic subtitle for the American market, but actually this is the strongest offering in the series

"Panels crumple and the windscreens shatter... impressive

INTERVIEW

DiRT developer: why PS3 version is best

Alex Grimbley on Blu-Ray, HDMI and sequels...

What aspect of *DiRT*'s graphics are you most proud of?
The NEON graphic engine was built from scratch, so it was a challenge to work with. With an established engine you're able to see results more quickly, so *DiRT*'s look came together at a late stage. What made me most proud was how all the components suddenly clicked into place to create that fantastic look. Feature wise I think the environments and the density and variation in them is a great achievement.

How does the PS3 version differ from the 360 version? What specific areas of PS3's power were you able to take advantage of?
With the extra time we had on the PS3 version we were able to make a few changes to fully utilise the power of the PS3 system. Firstly we support 7.1 Surround Sound, and of course, HDMI. The audio has six times the clarity as that of the 360 version. We were also able to reduce the loading times, thanks to the Blu-ray format.

How did you balance widening the variety of disciplines (such as racing) with keeping the purists happy?
While we wanted to broaden the spectrum of off-road racing for the videogame community, we also knew we had to include a large rally element to keep the purists happy. In *DiRT*, over 50% of the content is rally-based. We have a better line up of rally cars than any previous *Colin McRae* games with FWD, RWD, 4WD and classic rally cars. We also have six individual countries with six rally stages and one 'super special' in each. With the addition of Hill Climb and Rally Championship mode it allows us to give purists plenty to enjoy. Our updated car set-up also gives rally fans more options to tweak their cars then ever before.

Is the series moving away from traditional rally courses and vehicles toward more American off-road events?
We are currently looking at the future of *DiRT* and are really excited with some of our ideas. In *DiRT* we wanted the entire spectrum of off-road racing, not just rallying. I expect any future titles in the franchise to continue in this vein.

How important are realistic physics to *Colin McRae: DiRT*?
Vital. The human eye can pick up on anything that doesn't sit naturally with their real-world experiences. When this happens, the experience becomes unrealistic and less fun. Each car is modelled accurately, then we apply the correct physics to each part of the car, even when those parts become detached during a collision. Elements of our suspension are updated 1000 times a second for example. What *DiRT* does above other games is realistically apply physics to the environment. There are no invisible walls, for example. Each object has its own properties based on the real world. Our road signs have five different strengths depending how thick they are. Think of every object we have in the environment and multiply by the number of properties they can have. The figure is huge.

What were the challenges of recreating the 12.42 mile Pikes Peak hill-climb?
It was challenging from the off. Pikes Peak is, of course, a big mountain, so it is covered in snow and ice for much of the year. We had to wait a long time just to get the surveying crew on the mountain, and then they had to be chaperoned by the Pikes Peak rangers just in case the conditions got too much. We took photos every 10 metres up the mountain and acquired height data to allow us to reproduce it perfectly. So the version in *DiRT* is very accurate, every tree and portaloo has been positioned perfectly by our team of artists.

What was the thinking behind the game's unique online mode?
It was time to try something a little different. A lot of *DiRT* is about the player battling the environment and emerging unscathed. We wanted to reflect that but with the added intensity of 100 other players going through the same experience as you. Can you handle the pressure of being at the head of a 100-player queue knowing that the smallest bush or rock could see you fall 10 places? It really is an intense experience. Coupled with the unique voting system we feel that we have made the online mode accessible and fun for even the most inexperienced online gamers.

Which areas do you hope to improve for the next game?
There are many areas that we are currently looking at. We are not just looking at improving; we really want to explore other areas too. *DiRT* was an innovative and creative step for the series so we want to continue what we have started.

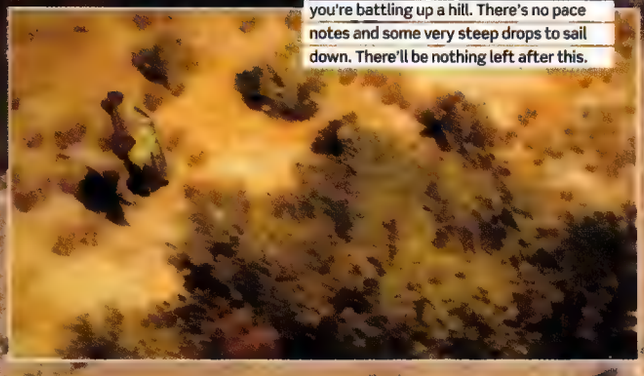
Crash course

When it all goes horribly wrong

DiRT is a satisfying way to smack a car about. Even when you get it wrong...

Boing! The car isn't the only thing you can leave your mark on. The environment can be too. This barrier has seen better days.

Crunch! You can bend or rip off almost every part of the car outside of the rollcage. No *Flatout*-style comedy catapulting drivers unfortunately.



Thunk! Keep an eye on the edge when you're battling up a hill. There's no pace notes and some very steep drops to sail down. There'll be nothing left after this.

Clang! Trees and signposts are your enemy. With the power of PS3, there's now a ton of obstacles on every course – some frighteningly close to the racing line.

Colin McRae: DiRT

"The single player experience is nothing short of brilliant"

Play in the mud As you pile around the courses your car gradually accumulates dirt, grime and damage. If you weep at the sight of a crumpled tax disc, you'll hate it.

Very cross Crossover events add pressure, with your opponent racing at the same time.

Leader of the pack There are global leaderboards for every discipline and stage, allowing you to compare your times to the best in the world.

yet. Not only that, but it's a great sign that the new direction doesn't leave long time fans of the series, who just want to career through a Welsh forest, left out in the cold.

McRae of light

If you have any love for driving games whatsoever, you owe it to yourself to grab what will be, for many, PS3's best racing game to date. *DiRT* may not have multi-player of the quality you might expect from a console as powerful as PS3, despite mild improvements over the 360 game, but as a single player experience it's nothing short of brilliant. *Sega Rally*'s going to have to go some to top this. **Mike Channell**

Fave Feature

PSM3 Verdict

***Colin McRae DiRT* contains...**

Mud | Gravel | Dust | Snazzy cars to slide over them | Rubbish multi-player

Overall Excellent graphics, sound and handling make this a great choice for newbies and purists alike.

88

Pub Sony | **Dev** Incognito
Price £20 PS Store / £40 w/headset (TBC)
Release Aug | **Multi-player** 1-32 online

ON THE DISC
See our Warhawk review on next month's DVD

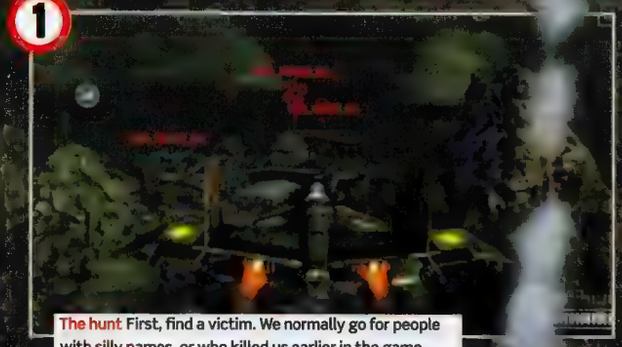
Dogfighting

The thrill of the chase

Points -1

Fighting for survival in the skies above of Warhawk's Island Outpost level...

"The game never slows down or breaks up"



1 **The hunt** First, find a victim. We normally go for people with silly names, or who killed us earlier in the game.

2 **The attack** Lock-on by holding L1. The longer you hold it, the more rockets are loaded. And then release...

3 **The result** Your target explodes into a fountain of fiery debris. The pieces fall, and splash into the sea below.

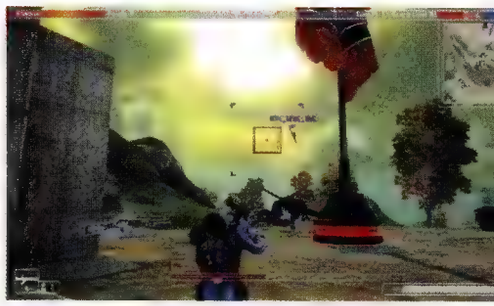
PSM3 BUY IT

Warhawk

PS3's best online game is a bargain price essential

KNOW IT NOW

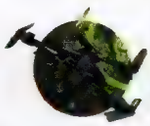
Smooth, lag-free online multi-player?	☑
Seamless ground-to-air combat?	☑
Character and vehicle customisation?	☑
An offline single-player mode?	☒



Launch box Taking down a warhawk with a rocket is difficult, but the sense of satisfaction is worth it.

Warhawk doesn't do anything new. There's nothing here you haven't seen in a thousand other games. But it's also confoundingly brilliant. Why? Because rather than worry about competing with other developers and coming up with hundreds of elaborate ideas, Incognito have focused on making a straight-up online action game that's as rugged as anything we've seen – however many people are on screen, or how scenery-defyingly high you fly, the game never slows down or breaks into pop up. The controls are brilliantly simple, gameplay is fast and tactical and there's nary a sniff of lag.

First things first – *Warhawk* is multi-player only. There was talk of a single-player mode in the early stages of the game's development, but it's been canned. The game is specifically designed for people with internet connections and people with friends. Neither of the two? Stop reading now. There's nothing here for lonesome Luddites, unless you fancy flying about on your own giggling to yourself.



Pick-up and play

Take to the skies and you'll see coloured icons dotted around the map. These power up your warhawk in different ways, such as making it invisible for short periods of time, equipping it with mines or giving you acccess to an *MGS*-style remote-control missile.

Basic training

A typical *Warhawk* match will be instantly familiar to anyone who's ever played an online FPS. There are good old-fashioned Deathmatches and Team Deathmatches for people who favour fast-paced violence over tactics, and then there's Capture The Flag if you enjoy a comfortable balance of offence and defence. Our favourite though has to be 'zones', which is like CTF but sees you steadily taking over the map, a bit like the turf wars minigame in *San Andreas*. There isn't much variety, but the number of ways to play makes up for it.

Warhawk is essentially a *Battlefield* clone, with huge maps filled with vehicles, weapons and people battling to take control of the level. The freedom afforded by both the scale of the maps and the number of tools at your disposal is what makes it exciting. You can sneak about knifing people in the back, you can charge around in a tank, you can dive-bomb the enemy base, you can pick warhawks out of the sky with a rocket launcher... there's so much to do.

It's the thrilling freedom, and fact that you're playing against up to 31 other people with their own playing styles, that makes *Warhawk* so rife with memorable moments. Like the sniper in a far-off tower who put a bullet through our head the moment we respawned. Twice. We hovered up behind him a warhawk, landed quietly on the tower and ran up behind him, killing him with our knife. It was a moment of beautiful revenge and giddy air-punching glee. And *Warhawk* is full of them, especially if you're playing against friends with USB headsets.

This does, of course, depend on the server you're playing on. It's easy to find yourself battling against a dozen arrogant Americans who are part of some horrid little clan and use cheap, underhand tactics like planting mines on all the planes in your team's base. But mostly it's

Sign of the times You can add emblems to the wings of your 'hawk. Here we've gone for the 'nu-rave' look.

4

Victory When you kill someone they see you on their screen for a few seconds. Rub it in by holding back on the right analogue stick and performing victorious loop-the-loops through their smoking remains.

Garage

A vehicle for every occasion

Two teams. Two sets of vehicles. *Warhawk*'s mobile toys are all a pleasure to control...

Eucadian jeep Running people over with these is one of our favourite ways to score kills.

Chernovan jeep The gun at the back can tear through infantry.

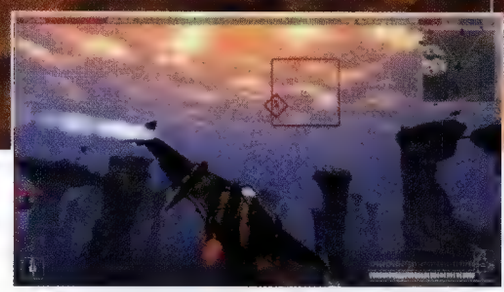
Eucadian tank Another person can get in with you and fire their rifle from the hatch at the top.

Chernovan tank These tanks look way cooler than the Eucadian model, but their performance is identical.

Eucadian warhawk This design is based on old WW2 Spitfire planes, according to the developers...

Chernovan warhawk ...while this shares more in common with a stealth bomber.

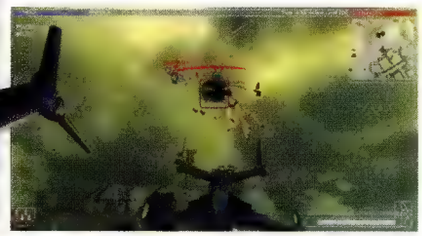
Stone cold This statue's head shows off the visuals nicely. The textures are incredible and the draw distance is as far as the eye can see. As well as being great, *Warhawk*'s also gorgeous to look at.



brilliant, and when you find a good server with a good set of players, it's awesome. You can bookmark your favourite servers too, or make your own if you want to be in charge of the levels and game modes.

Fight the good flight

Vehicles play a key role in the game's success. Jeeps are good for speedy transport and can carry up to three soldiers, one of which is a gunner. The handling is arcade-like, and you can perform powerslides by squeezing the back triggers. Tanks are the same as every war game – slow and monstrously powerful.



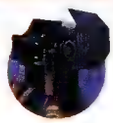
Sky high Look to the skies during busy battles and you'll see dozens of warhawks scrapping it out. It's epic.

With a careful shot you can blow aircraft out of the sky with its cannon, but they're susceptible to mine attacks – so watch out for people sneaking up behind you and dropping off an explosive surprise.

But it's the warhawks that define the game – the flying is sublime. While initially cack-handed and confusing, you'll soon be locking onto foes, and screeching at 90° between jutting pillars while idly sledging your foes over the headset and sipping tea – the learning curve is masterly. Each 'hawk is essentially two aircraft in one, which you can switch between at any time by pressing △. Hover mode controls just like a helicopter, allowing you to strafe people on the ground below, while jet mode is more like *Ace Combat*. You steer with the left stick, and perform acrobatics with the right – with a range of efforless twirls, spins, double backs and loops. You can, of course, use the Sixaxis to fly, but you never will. You'll mess around with it for a bit, decide

that it works 'quite well' then go back to using the sticks. Let's be honest; wobbling your controller about during a relentless dogfight with 20 other planes won't score you many points.

Above all, this is a game about one-upmanship and showing off. It's about blowing someone to bits with a homing missile, and doing loops through the flaming debris to rub it in. It's about sneaking up on people and killing them when they least expect it. It's about charging the enemy base with an assault rifle, and killing six people in a suicidal blaze of glory. Every match is a split-second roulette of rivalry and friendship – you'll learn to recognise names, either to join forces or hunt them like dogs. It's what separates online games from AI-based shooters – the sheer variety of human personalities in each game makes *Warhawk* an unpredictable, unparalleled thrill – on PS3, at least – that transcends the gently impressive solidity of its parts.

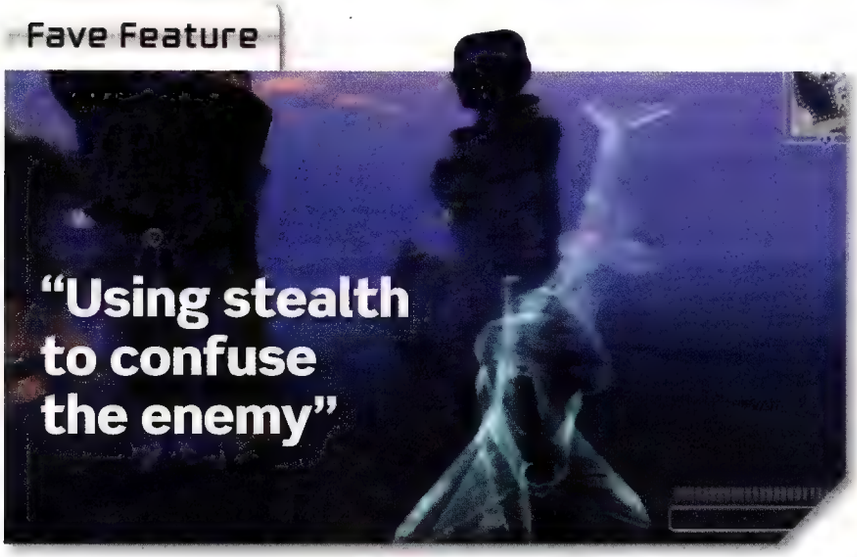


Hit and missile Anti-aircraft guns come in two flavours; heat-seeking missiles that you have to lock on, and huge machine guns. We prefer the former.

Freedom fighters

Reviewing *Warhawk* is difficult, because no two matches are the same. It's a masterpiece of balance, of design, and the jewel in Sony's online crown. As a PS Store download – we're praying for £20 (TBC) – it's essential, and the retail copy's worth it just for the bundled USB headset. If you're looking for a multi-player game to justify PS3's online potential – or just crave honest *fun* – look no further. **Andy Kelly**

Fave Feature



PSM3 Verdict

***Warhawk* contains...**
Some of PS3's best graphics | Enormous levels | Loads of customisation options

Overall The perfect showcase for the PlayStation Network. Rich, rewarding and exciting.

90

Pub THQ | **Dev** Paradigm
Price £40 | **Release** Out now
Multi-player 1-8 online

ON THE DISC
We'll review *Stuntman: Ignition* next issue
PS3/Reviews

Cool Move
The monster trucks – great big behemoths, capable of smashing down buildings. And yet, they're astonishingly light – often, you'll drive over a tiny rival motor, overbalance and crash. That shouldn't be, should it?

Stuntman: Ignition

It takes unfairness to the extremes, but we almost don't mind. Almost...

KNOW IT NOW

Sequel to one of PS2's hardest games? ☑
Fast, slick and well-presented? ☑
Online mode and lots of unlockables? ☑
Easy and not the *least* bit frustrating? ☒

On one hand, *Stuntman: Ignition* is blisteringly exciting, rammed with amazing set-pieces and loaded with 'just-one-more-go'-ness. It's one of PS3's most thrilling games. But on the other...

Stuntman: Ignition utterly *hates* you. It delights in being unfair and bloody-minded. It's one of PS3's most despicable games.

A dilemma, there, because both statements are equally true. You can be merrily storming along in your motor, smashing into things, doing 180 degree spins and crashing through buildings, following the movie director's instructions to the letter and having a fine old time. But then he'll say you missed a target you *know* you hit, or give you an instruction to, for instance, crash into a sign you've already whizzed past, and you can't do anything to recompense without screwing up the whole stunt. Worse, you might emerge from a shunt to find yourself disorientated and unable to locate the arrows that mark the edge of the movie set. You'll inevitably drive the wrong way and be forced to start again. You're allowed five errors per film clip, but often just one is enough to throw each stunt out of whack – crash and miss a director's prompt and you'll likely be too late to, say, squeeze between two cars round the next corner. The game punishes you so much for things not of your own making, it's obscene. And yet, after every unfair disqualification, you'll cuss, you'll chuck your pad at the screen... and then you'll try again.

Hard but unfair

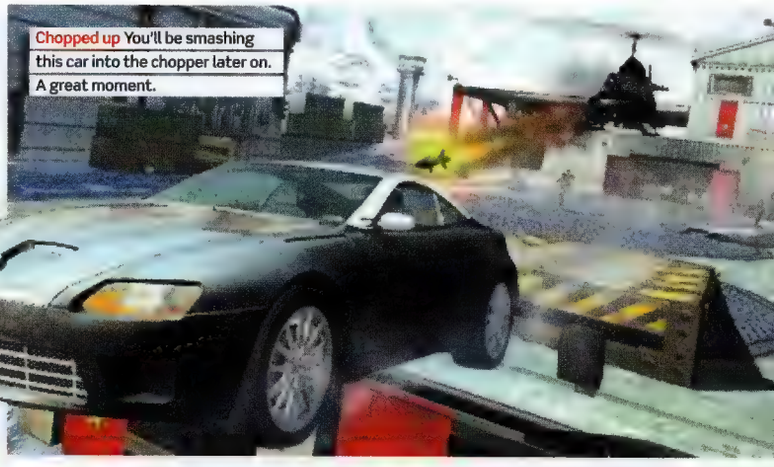
Any veterans of the first *Stuntman* on PS2 will be wearing grimaces of recognition at all this. However, while that game is only ever remembered for being harshly difficult, *Ignition* might just avoid that fate, toppling onto the right side of the hatred/fun divide by the skin of its dented fenders.

Like we said, when the stunts are flowing and nothing's gone irretrievably wrong, *Stuntman*'s hugely exciting – full of speed, death-defying leaps and near (although not *literally*) pornographic money shots – like the fourth movie, Overdrive's,

Stuntman: Ignition

"The outrage you feel is what makes the game work"

Monster, monster Prepare to crush cars. And then for your oddly lightweight monster truck to fall over.

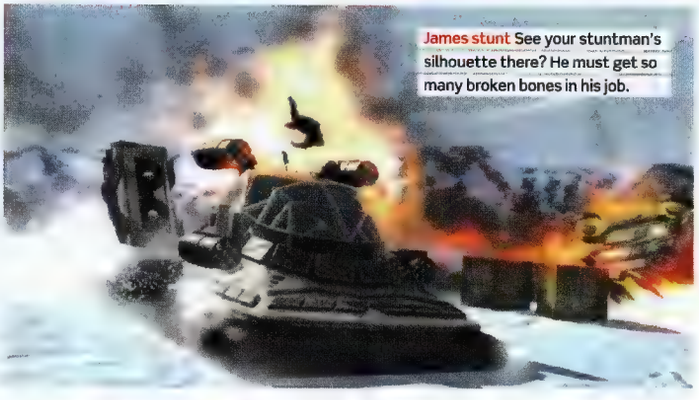


Chopped up You'll be smashing this car into the chopper later on. A great moment.

climactic leap from a ramp atop a tower block into a chopper. There are plenty of vehicles – cars, bikes, monster trucks, a massive missile-carrier and more, and an excellent Arena mode that lets you create your very own stunt course, with loads of ramps, loops and explosives to slap down and drive manically into. Best of all are the film trailers that you get at the end of each level, which are really nicely done and look like flicks we'd want to see in real life.

Mini-movies

But there's another problem – there are only six movies or, to put it another way, six levels: Aftershock, a volcano disaster flick (we lost count of the amount of times we ended up in the scalding lava, usually not through our own error); Whoopin' And A Hollerin 2, a country chase comedy; Strike Force Omega, a war pic; Overdrive, a '70s cop film – the strongest film, by the way, due to the winding streets and hills of its San Francisco setting – Never Kill Me Again, a Bond spoof, and Night Avenger, a superhero movie. Varied, yes. Lengthy, no.



James stunt See your stuntman's silhouette there? He must get so many broken bones in his job.

A cheeky stunt Multi-player modes include destruction derbies and straight racing, and you can take the car-mangling online as well.

Each movie is split into six sections and yes, you have to earn points to climb the star rankings before later stages can be unlocked and that can be infernally difficult, but it's still not really enough.

So we've got one question – how patient are you? If the answer is "I've more patience than a hundred hospitals," (yes, we know, spelling pedants) then this is worth a look. If you've no patience at all, avoid it. But the thing is, of course, that the unfairness is a necessary evil – without it, *Stuntman* would be little more than a memory test, and you'd be able to try, fail, remember and repeat your way to a win each time. The outrage you feel while playing is what makes the game *work*, fundamentally – but you probably won't appreciate that after you've failed a level for the billionth time because you crashed your bike and, without time to recover, got shunted over a cliff by a passing truck. Prepare to be absolutely *furious*.

David Cook

Fave Feature

PSM3 Verdict

***Stuntman: Ignition* contains...**

Thrills | Spills | Gameplay that makes you need anger management

Overall Great, awful, exhilarating and painful, all in one. You'll weep with joy, or just plain weep.

75

PS2

Pub EA | **Dev** EA Sports
Price £40 | **Release** Out now
Multi-player 1-4

ON THE DISC
We'll review *Rugby* on the disc next time
PS2/Reviews

Scrum bandits The tackling animations are suitably crunchy, and the replays show them off.

High balls Multi-player lineouts are the perfect chance for whispered cheatery. "I'm going middle..."

Big boys don't try The bottom-of-the-screen radar's next to no use when it comes to avoiding tackles.

Rugby 08

Another *Rugby* update – well, if at first you don't succeed, try... never mind

Get him! Jump on him! Kick his face off!" In PSM3's lunchtime testing facility, our usually genteel manners disintegrate. It's the *PES* instincts kicking in – with the options reduced to clearing it, passing backwards or trying to weave through all the attackers with the sprint button jammed down, everybody picks the latter. Tackles are high or late: scrums are a dirty mess. William Webb Ellis, the inventor of rugby, would probably cry.

Take the time to get to know the game, though, and there's a surprising amount of depth there. An excellent tutorial and series of exercises should tweak your skills at the new system, including an introduction to the offensive/defensive set-pieces that are key if you're going to take on the World Cup. Timing handoffs and sidesteps is tricky – especially on the default camera angles, where defenders come out of nowhere – but worth mastering if you're going to attempt runs. The kicking's been improved, with an excellent whackometer for spontaneous drop kicks and a more involved golf-swing system for penalties and conversions. Scrums and mauls have slightly more control, with an option to wheel the pack around if it's to your advantage. Line-outs, punts and knock-ons are all cleverly dealt with, letting you keep the pace up when you're on the attack. Decent AI makes for forgiving gameplay too, with the computer taking up the slack when you scuff a tackle and can't quite switch players quick enough to stop a runner.

Justify my shove The system of 'binding' players to a ruck takes some getting used to, but keeps the play flowing.

Looking rough

What lets *Rugby* down slightly is the presentation. Sure, the animation is smooth and there's a realistic stickiness to the way the players' body heat mists up the air and cameras with sweat. But it suffers from hard-to-recognise, generic players. And if the fly-halves look plastic, then the commentary's wooden as flat-pack shelving – two steps behind the play, it repeats itself slightly too much for comfort. Most stupidly – and rectifiably – of all, pressing ⊗ skips replays, so if you're hammering it to try and retrieve the ball, you're probably going to miss seeing the beautiful tackle that takes your player down in all its close-up glory.

Lets dance Fans of thigh-slapping will be pleased to see that the All Blacks' famous Haka dance is present in all its intimidating glory.

Still. Rugby players aren't pretty, and the commentators aren't exactly known for their banter. The game's the thing, and *Rugby 08* plays a mean one. Dry those eyes, Webb Ellis – your rucking-based team sport has a new lease of life. **Joel Snape**

PSM3 Verdict

***Rugby 08* contains...**
Dirty rucking | Sweaty mauling | Filthy tackles | Oval balls

Overall Not just for *Rugby* experts, this latest edition puts up a decent enough game to be fun for anyone.

72

Jump in.
XBOX 360 LIVE

Pub EA | **Dev** EA
Price £50 | **Release** Out now
Multi-player 1-2 players

ON THE DISC
We'll have our review of th... on next issue's disc
PS3/Reviews

Madden NFL 08

Atmospheric, complex... and brutally unkind to first-time players

KNOW IT NOW

The only fully-licensed NFL game?	☑
More tactics than you'll ever use?	☑
Innovative new gameplay tweaks?	☑
Rammed with actual grids and irons?	☒

Five minutes into the game, and we get the feeling that *Madden 08* doesn't like us. After navigating through a bunch of flashy menus that can only be described as 'user hostile', we plumped for an easy warm up game. Picking the New England Patriots (arguably one of the best teams in the NFL), we matched up against the Miami Dolphins (arguably one of the lamest) and kicked off.

Seconds into the match, our star quarterback Brady lobs a stinging bullet pass towards our über-receiver Moss, who fumbles the ball into the hands of a Miami player for an easy interception. Hmph. Before the whistle sounds for the end of the first quarter (that's five minutes), we've had no less than four passes intercepted and two fumbles from quite conservative runs. Six turnovers in five minutes? Against the Dolphins? Something's not quite right.

Hut-hut or tut-tut?

On the surface, *Madden* seems glorious. Once you've got to grips with the complex menus and actually started your first game, you're thrust into a gridiron utopia. The stadia feel alive with atmosphere, the booming crowd audio sends big-game shivers down your back, and when your team enters the arena you'll be tempted to whoop and holler like a Texan getting his first firearms license. Once the play starts, however, everything happens so quickly (as it would in a real NFL match), and because of this there's little time to settle in to the new game before you're brutally punished by the well-drilled opposition.

Madden 08 introduces a handful of new gameplay devices, the most significant of which is the 'weapon system'. In a nutshell, the weapon system is EA's way of picking out the NFL's star players and highlighting their strengths. If one of your team is a 'weapon' this means he excels in a particular skill, which could be anything from the ability to chuck extra long throws to having the physical presence to make devastating runs. The idea is that you gear your on-pitch tactics towards exploiting the strengths of your own weapons, and preventing your opponent from using his. Sound in theory, but unless you've got a degree in American Football tactics, you'll

Madden NFL 08

"You might not notice the AI's flaky decisions until it's too late"

Show off Showboating when you've a clear run to the endzone is a must to incite opposition fans.

Stiff one A stiff arm to the face of your opponent is a handy way of breaking tackles, but watch out for his attempts to nick the ball from your other hand.

struggle to make it work and failure to play along with the weapon system inevitably leads to a string of crushing defeats.

On top of that, *Madden 08* has a handful of irritating problems, the most significant being the AI – and you probably won't notice some of the flaky decisions it makes until it's too late. For example, we saw one of our players fixed to our goal-line, gawping slack-jawed at an opponent who charged at him and carried over for a touchdown. We watched in horror as another dived at a receiver's legs as an easily catchable ball sailed over his helmet.

Questionable behaviour isn't quite enough to bury a *Madden* game, and if you stick with '*08*, you'll learn to counter these problems and play the game like you're supposed to. Be warned though, unless you're a seasoned pro, you'll need the patience of a gridiron-loving saint to be able to see it through. **Andy Hartup**

Seeing stars

Although Franchise mode is still the jewel in *Madden*'s crown, *08* sees the introduction of the Superstar Mode, where you become an individual player. It ain't half-bad, either.

Fave Feature

PS2 Review

Madden NFL 08

Is it time for our John to retire on last-gen?

What have they changed?

Sure, both versions say *Madden 08* on their boxes, but the two incarnations of this game are worlds apart. We're not just talking about cosmetic stuff like visuals here, either – there are big differences.

Most noticeably the PS2 version is far more accessible and user friendly than its next-gen cousin. The menus are simple to navigate, both in and out of game, and this makes it far easier to manage your teams and tactics – especially in the already complex franchise mode. We'd even say that PS2's franchise mode is a little deeper than PS3's, as there are a few more stats and sliders that you can actually fiddle with.

On the pitch, controlling your players is a more straightforward business too. Managing plays and employing on-the-run tactics is far less important for success, so even if your *Madden* knowledge is limited, you can still pull some sweet victories out of the bag. If you crave more of a challenge, there's always the option to ramp the difficulty a little higher, or pick a NFL minnow to build up into a super-team.

Better or worse?

In fact, everything about this *Madden* is smooth, polished and totally user friendly. But that's to be expected from a series that's been on PS2 for no less than eight years. The team behind old-gen Madden are old hands, so the product of their labours is bound to be the definitive console version.

Worth buying if you've got the PS3 version?

If you can live without the glitz and glamour of HD, this is the gridiron game you really should plump for. Much better than on PS3.

87

PSM3 Verdict

***Madden NFL 08* contains...**

A ton of tactics | Great likenesses | Load of stats | Shameful Snickers ads

Overall A sweet taste of next-gen NFL, soured somewhat by the fact that the game hates you.

75

Pub Clap Hanz | **Dev** Sony
Price $50 | **Release** Out now (Japan)
Multi-player 1 - 16

ON THE DISC
We'll review *EG5* on the disc next issue
PS3/Reviews

Chip and ping The aiming system is so forgiving that you'll rarely go wrong here. Chipping the ball in from the edge of the green is a lot easier than it should be.

Everybody's Golf 5

The golf game that makes *Tiger* feel below par... in a bad way

KNOW IT NOW

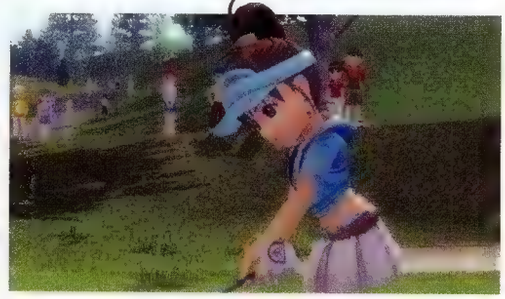
- Controls that a tiny child could work out? ☑
- Beautiful cartoon characters? ☑
- Odd creatures around the fairways? ☑
- Japanese translated into English? ☒

Realism is the bunker of next-gen gaming. Easy to hit, but restrictive and slightly depressing – so it's refreshing to come across a title that bucks the trend. While *MotorStorm* and *GTAIV* digitally recreate real-world visuals – with pin-sharp crisp packets and grimly accurate mud physics – *Everybody's Golf 5* raises a smile with beautiful cartoon characters in a saccharine-sweet universe.

Fairway to go

The PAL version isn't due to hit the stores until later in 2007, but Far East players are already falling over themselves to hit the fairways – they've made *EG5* the fastest-selling PS3 game to date. We're not surprised. Although we struggled with the almost-impenetrable Japanese menus, the – ahem – universal language of fun shines through, making a highly addictive game that steers clear of *Tiger Woods*' seriousness, but is just as in-depth. The characters look gorgeous and the selection of courses are packed with delightful sights and strange activity. Pan the camera around with the right stick and you'll see tiny birds zipping across greens, cheeky little ladybirds taking a break on your stationary ball and even a family of ducklings paddling through the lovely, sun-licked water. Nice, eh? These are cosmetic instances, sure, but this would be a pretty drab affair without these cute touches.

If you've ever played *Everybody's Golf* on PS2 or PSP, you'll feel instantly at ease here. The process of tapping ◎ once to start the swing, then again to set the



Lady thriller Some internet freaks have already made videos of the wind blowing up this lady's skirt and revealing her pants. Sickos.

Everbody's Golf 5

"Very therapeutic, and exactly the sort of game we want to see more of on PS3"

Drive of your life Just look how lovely the courses are. Even Tiger would feel privileged to play here.

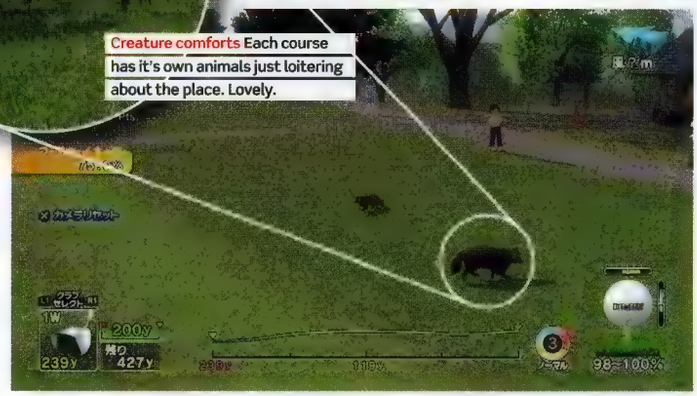
BIRDIE
トータルポイント
Fore-ever beautiful The close-up facial expressions on the different golfers look absolutely stunning.

power and once more to measure the accuracy is still as simple as ever. However, there's a new way of whacking the ball too, if you choose to use it. Rather than having to stop a bar that charges from 0 to 100% and back again, you get a transparent club floating at the top of your golfer's swing that represents full power. Swing your club upwards to set said power, and a shrinking circle appears around your ball – the closer you stop it to being exactly around its circumference, the more accurate the shot. OK, it's pretty confusing at first, and we only really tried it out because one of the menus 'tricked' us (i.e. we clicked on the wrong option), but you'll warm to it after a few attempts – you have to judge your shots more carefully, so when you do it right you feel like part of the golfing elite.

Feeling fashionable

As always, there are plenty of extra challenges to get stuck into – like a mode that scores you by how stylish your play is (so getting to the green in one earns mega-points, for instance) rather than simply asking you to win in as few strokes as possible – but unlike previous versions, none of your unlocked outfits can be used to dress up your golfer. At least, not your single player golfer. Inexplicably, you can only use these clothes to dress your online avatar, and then trot around cute looking lobbies. This wouldn't be so bad if the Japanese answered our pleas of "Where do we play a game of golf?" and "Come on, one of you must speak English", but no such luck. The UK servers will be void of any language barriers, though.

There's something therapeutic about *Everybody's Golf 5*'s playful music, lush graphics and easy to grasp but difficult to master gameplay. It's the perfect game for a rainy weekend. You might want to wait until the English version, but this is exactly the sort of game we want to see on PS3 – enjoyable, uncomplicated and lovelier than a kitten in a bib. **Nathan Irvine**



Creature comforts Each course has it's own animals just loitering about the place. Lovely.

Tee off online

There are loads of lobbies for you to walk around and chat to people in. You can then compete in huge tournaments. Fingers crossed they make it to the PAL version.

Fave Feature

PSM3 Verdict

***Evertbody's Golf 5* contains...**

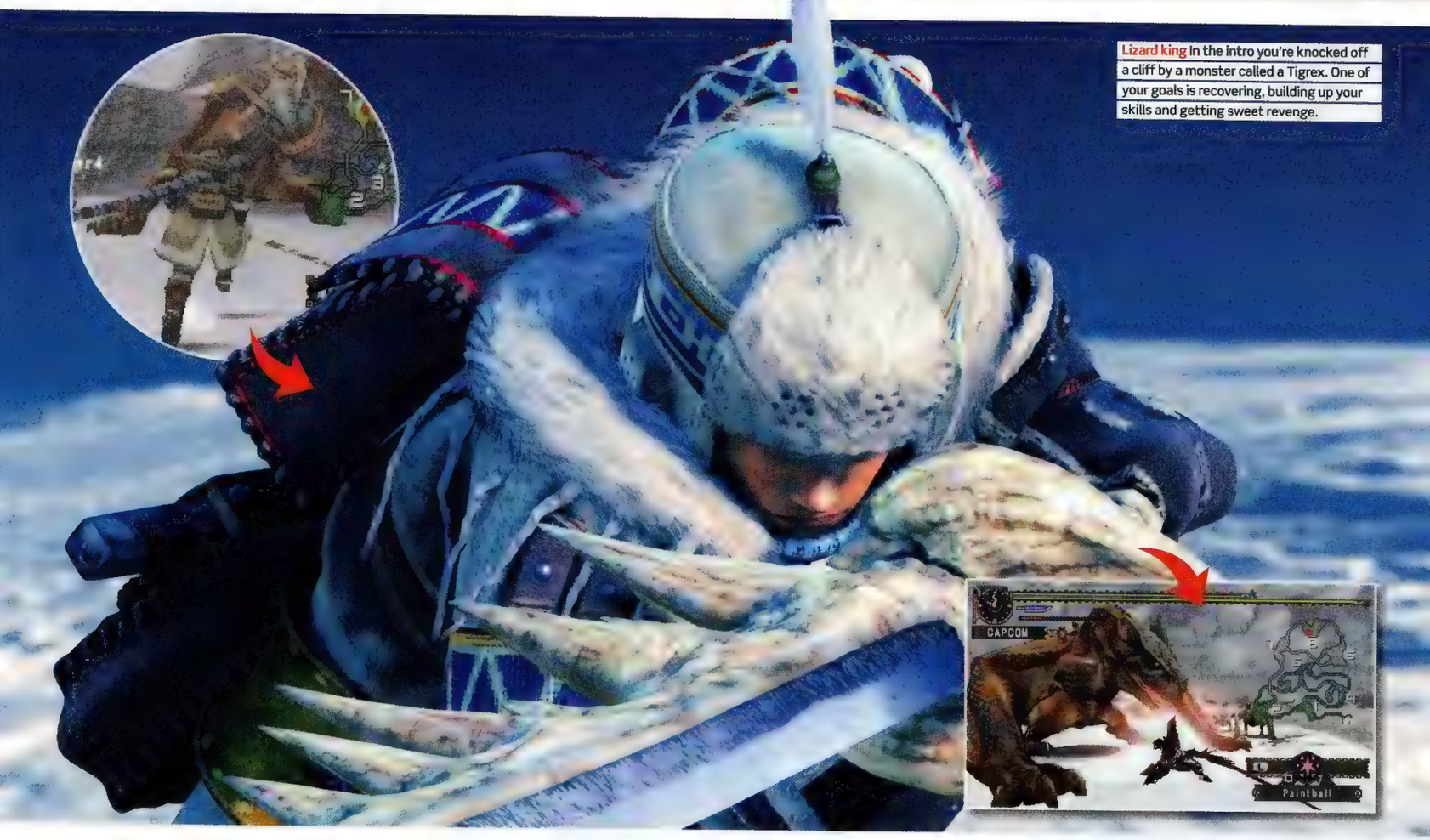
Plenty of courses | Excellent character design | Elephants | Sweetness

Overall The Japanese is a hindrance, but *EG5* is a really beautiful game. A great alternative to *Tiger*.

81

Pub Capcom | **Dev** Capcom
Price £30 | **Release** August 31
Multi-player 1-4

ON THE DISC
We'll be reviewing this beast on next month's DVD



Lizard king In the intro you're knocked off a cliff by a monster called a Tigrex. One of your goals is recovering, building up your skills and getting sweet revenge.

Monster Hunter Freedom 2

The hunt continues, but desperately needs another string to its bow

RPGs are defined by their stories. With nothing to drive you, they feel like busywork. And that's a problem for *Monster Hunter*. Brilliant ideas, but no goal to shoot for. In *FFXII* Vaan wanted to liberate Dalmasca from its evil Archadian invaders. The guy in *Monster Hunter* just wants a nicer helmet. And that's not the *only* worry.

Your quest begins in Pokke, the snowy mountain village of which you've just become resident monster hunter. Visit the Gathering Hall and you can pick up quests appropriate to your level. As is RPG law, the early missions are incredibly dull. The game's box depicts a ferocious battle between a hunter and a giant lizard, but don't expect anything as exciting as that – you spend the game's opening hours gathering herbs and mushrooms.

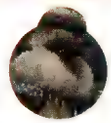
Man at arms The game's more powerful armour sets are elaborate in design, like this scale-covered number.

Mission for compliments

But gradually you're given more arduous tasks, like beating up aggressive dinos and nicking their eggs. Other missions see you slaughtering beasts for food, fishing and collecting ingredients for potions. Tearing meat from fallen beasts and cooking it on the spit's fun and the fishing minigame is decent enough, but the item collection involves a lot of unnecessary toil. And handheld gaming should never be about toil. Some missions can take 40 minutes to complete and the combat's fiddly.

But, as we said, it's full of nice ideas. You can keep a pet pig and dress it up, defeated monsters' bones can be used to augment your armour and you can eat stat-boosting grub at a kitchen run by cats.

The cold shoulder **In snow, the cold reduces stamina. Combat it with a hot drink. In deserts, get a cold drink down you.**



And the game shines online. You can connect with three others and tackle quests, making battles more exciting. But finding three other people with copies of the game and PSPs is going to be difficult.

So think about it. Will four of your friends buy this and play with you? Do you like RPGs that require hours of busywork before you get a sniff of the action? This is a game full of clever touches and it has some of PSP's nicest visuals, but flaws with the combat and the tiresome quests leave it struggling a bit. **Andy Kelly**

PSM3 Verdict

***Monster Hunter Freedom 2* contains...**
Big swords | Lush environments | Dull quests
Talking cats | Pigs in nappies

Overall Fun online, but a weak single-player, duff quests and some seriously ropey combat make this a disappointment.

65

12+
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Worms: Open Warfare 2

A turn for the better is needed...

After a decade of the soil-dwelling warmongers waging war, lobbing original weaponry – like the bouncing sheep bomb – and a failed attempt at going '3D', Team 17's worms are still going strong. *Open Warfare 2*, the slimy soldiers' second campaign on PSP, is the same as it ever was, which is a good thing. Sort of.

Same again?

For the unitiated, *Worms* sees you controlling a small team of, well, worms on a 2D battlefield. Bazookas, grenades and Dragon Punches lifted from Street Fighter, are your primary sources of attack while ninja ropes and jet-packs can be used to get around. You take turns to try and kill the opposition before they kill you. Simple. *Open Warfare 2* sticks to tradition but this time the soil dwellers come packing some new features. These are: a firing range to hone your throwing skills, eleven new weapons – including a burrowing bunker bomb – and some new game modes, which to be honest, all boil down to the same old formula anyway.

All this is set to a number of backdrops in campaign mode including a Spanish Armada themed battlefield – complete with 3D war ships in the background – and the most over-used setting in gaming history, World War 2, finally gets the Worms treatment. The simple – yet quite addictive – action is only tainted by the strong stench of déjà vu. While *Open Warfare 2* fits perfectly onto PSP and will provide hours of fun in multi-player, the single player mode is as unfulfilling as ever. You'll plough through the near identical campaign missions in no time at all without ever raising a smile. And yet what could be done to refresh this series? Not much, really. They've had a good run, but it's about time these worms were buried for good. **Nathan Irvine**

PSM3 Verdict

Showing its age in terms of ingenuity. Shame. **62**

Sony | PS2 | Out now

Singstar '90s

What, no Rednex?

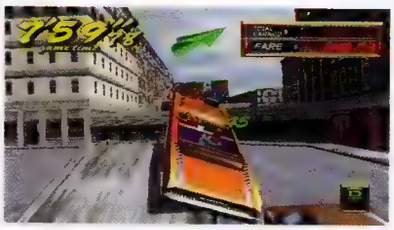
Remember the '90s? Bowl cuts. Slap bass. Brilliant. And now you can relive the brilliance. Highlights here include Seal's Kiss From a Rose, the epic I Want You by Savage Garden and the Crash Test Dummies' classic, Mmm Mmm Mmm Mmm. We are, of course, pulling your chain – those songs should have been left to rot. But some on *SingStar '90s* are ace. Sir Mix-a-Lot's Baby Got Back and MC Hammer's U Can't Touch This are there, while Radiohead's Creep and Friday I'm In Love by The Cure keep the musos cheery. Well, as cheery as it's possible to be mumbling to a Radiohead song. **Andy Kelly**

70

Sega | PSP | Out now

Crazy Taxi: Fare Wars

"Let's go make some lazy money!"



PSP is powerful. Why then does *Crazy Taxi*, a port of a Dreamcast game from nearly a decade ago, look so much worse than the original? And it's *slower*. On Dreamcast and PS2 it was slick and colourful. On PSP it's blocky and slow. Otherwise, the game remains the same. Race against the clock to pick up passengers and take them to their destination. You earn points for sliding, boosting and squeezing through gaps, which would be nice if it wasn't for the dodgy handling. We actually loved the original games, but this remake has crushed our rose-tinted specs under its tires. It may offer both the *Crazy Taxi* games on one UMD and it may have Wi-Fi multi-player and OK minigames, but it's not worth the money because of the shoddiness of the port. **Andy Kelly**

40

EA | PS3 | Out now

NASCAR 08

There's literally nothing 'right' in this one

NASCAR 08 is a dull interpretation of a pretty boring sport about cars turning left. The Chase For The Cup mode, tagged on this year, features time-trials and drifting challenges but even this novelty wears thin after your first go. Add a severe lack of gloss and you're left with a racer that looks like it belongs on PS2.

There's a full Career mode and a decent roster of drivers, including ex-F1 plodder Juan Pablo Montoya, but the controls are twitchy. This unresponsiveness is emphasised more when the camera is positioned outside the car – you skid around backwards if you so much as breathe on the left stick. Madness. Do yourself a favour and steer clear of this one. **Nathan Irvine**

48

PlayLogic | PS2 | Out now

Obscure 2

School horror goes to uni, just scrapes a pass

Based on high school scare flicks like The Faculty, the first *Obscure* was a decent survival horror. Its sequel is more of the same, but set in the halls of a university overrun by mutants. Controlling a gang of teen monster bait, you have to figure out what's going on and escape. Each has different skills – jock Sven can push boxes, Asian geek Mei can hack computer locks, that kind of thing – and the game's a mix of *Resi*-style item hunting and combat. Shame the fighting's bum – collision detection is terrible, there's no sense of impact and shooting feels weedy. But we love the setting and the environments look lovely, with some nice lighting effects. **Andy Kelly**

61

PSM3 Recommends

The best games from the last few months

Oblivion
Ubisoft | PS3
"An incredible, open-ended experience, although one you'll need patience with to truly savour. But there's a phenomenal amount to get stuck into."
PSM3 Rating 93%

Tomb Raider Anniversary
Eidos | PS2
"Stays true to Lara's original spirit and combines it with a visionary redesign of her world. A fitting tribute to PlayStation's first lady."
PSM3 Rating 91%

GRAW2
Ubisoft | PS3
"*Advanced Warfighter 2* is an almost flawlessly conceived and realised war simulator, giving an unparalleled sense of control over your units."
PSM3 Rating 86%

Guitar Hero '80s

"The songs will only really excite the dedicated VH1 fan"

Red Octane | PS2 | Out now

Guitar Hero Encore: Rocks the 80s

'80s nostalgia? Overrated...

Finally an excuse to pull out our plastic guitars again, adopt the power stance and get down to some rhythmic button bashing. Cheekily, the Encore bit in the name means there are only 30 songs to murder this time around – it's a bonus track-free zone. On top of that, the series has already raided the really epic power ballads, so the songs will only excite the dedicated VH1 fan. Standout tracks come from big names Iron Maiden and Judas Priest and, while you'll still enjoy hammering your way through them like Slash on speed, you just won't be able to sing along any more. Luckily, everything else is as familiar and as addictive as ever, from the gentle learning curve of Career mode to the skin blistering fretwork of Expert. Despite the dodgy tunes and questionable hair styles it's worth the cash for fans, if only to keep your strum skills strong until *Legends Of Rock*. **Rachel Weber**

69

XSEED Games | PSP | Out now

Valhalla Knights

A knight whose armour needs polish

RPGs need three things – strong storylines, character development and tactical battles. But *Valhalla Knights* ignores all three of them. Start, fight a dragon, chat about some Dark Lord and suddenly you're in an unknown town as a different character with no explanation why. It's soon apparent that *VK* revolves solely around this one town and its monster-infested 'Old Dungeons', but you'll never discover the reason why.

Wander into the Dungeons (there's no reason why you should, mind) and you'll struggle to kill even the puniest beastie. The solution? Buy some team-mates. Have no money? Complete some Guild quests. Quests too hard so you keep dying? Buy some... oh. Teeth-grindingly frustrating.

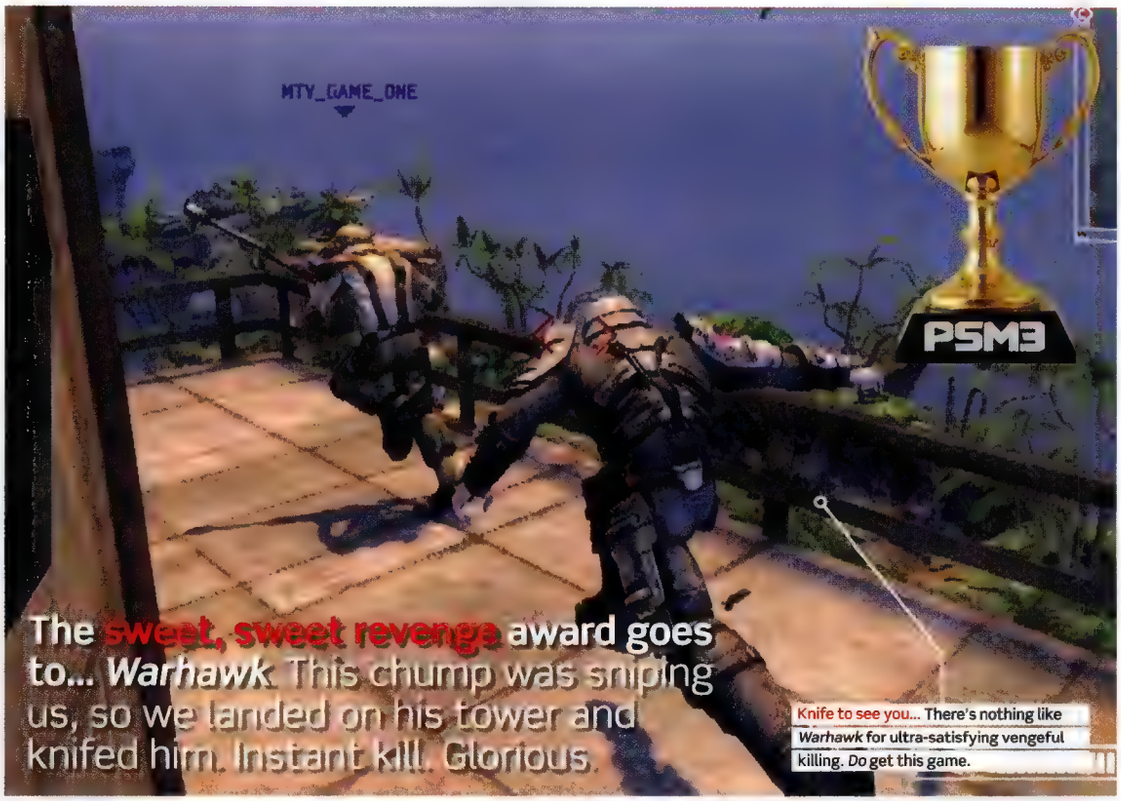
Still, the character creator is quite fun. It's very in-depth. Choose gender, race (human, elf, dwarf, Halfling or robot) and character class and you're away. There are plenty of stats to play with as well, which will keep RPG veterans amused for a while.

But it's just not worth it. There's no real fun to be had. This really isn't a good *Knight*. **Kim Richards**

43

PSM3 Awards

The highlights (and lowlights) of this month's reviews



The sweet, sweet revenge award goes to... *Warhawk*. This chump was sniping us, so we landed on his tower and knifed him. Instant kill. Glorious.

Knife to see you... There's nothing like *Warhawk* for ultra-satisfying vengeful killing. *Do* get this game.

The surprise PS3-seller award goes to...

Everybody's Golf 5

As soon as it came in, people from all over our building were cooing at it. At least one person said it looked worth buying a machine for. Blimey.

The 'you f***ing f***er' award goes to...

Stuntman: Ignition

More unfair than kicking an orphan in the face, Stuntman had us swearing so much we felt compelled to apologise to everyone in earshot.

Hi-Score Table

☐	Warhawk	p70 90%
☐	Colin McRae: DiRT	p64 88%
☐	Everybody's Golf 5	p80 81%
☐	Stuntman: Ignition	p74 75%
☐	Madden 08	p78 75%
☐	Rugby 08	p76 72%
☐	SingStar '90s	p84 70%
☐	Guitar Hero '80s	p85 69%
☐	Monster Hunter 2	p82 65%
☐	Worms Open Warfare 2	p84 62%
☐	Obscure 2	p84 61%
☐	NASCAR 08	p84 48%
☐	Valhalla Knights	p85 43%
☐	Crazy Taxi: Fare Wars	p84 40%

Buyer Beware! The games they're afraid to send us

Falling Stars Ivolgamus
An RPG for kids, in which Princess Luna has to protect the kingdom of Dazzleus from the evil overtures of her dastardly uncle, the 'terrifyingly' named Matt. *Ivolgamus*? Who that?

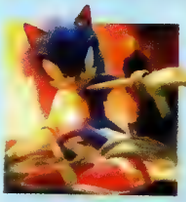
Thunderbirds Blast Entertainment
"It's your once in a lifetime chance to enrol with International Rescue," apparently. We'll pass, thanks. A plane-based blaster for kids, but which kids like *Thunderbirds*?

Xyanide Resurrection PlayLogic
A 3D shooter with "tech never seen on PS2 – video backdrops integrated with game scenery". Or, in other words, *After Burner*, with some bum vids put together in a bedsit on iMovie in the background.

Extended Play

Start

CELEBRATE



86 The rise and fall of Sonic The Hedgehog
2D Sonic – great. 3D Sonic – rubbish. Are you listening, Sega?

GENIUS

88 The 10 scariest bits of *Silent Hill 2*
Time to relive the fear as we expose *Hill 2*'s creepiest moments.

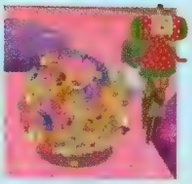
EXPLOITS

92 Witness *Parodius Portable*'s very strangest bosses
25 peculiar bosses from a *very* peculiar game.

SECRETS

94 Kicking in Bin Laden in *America's 10 Most Wanted*
It's like something out of Team America.

SECRETS



95 PlayStation's secrets exposed
This month: *We Love Katamari*, *Kingdom Hearts* and *Ico*.

CHEATS

96 Why *The Darkness* online is a load of mince
Lots of lag? No Darkness powers? Oh, what's the point...

CLASSIC

98 *Red Dead Revolver* – PS2's best cowboy sim
It's rootin' and, quite definitely, tootin'. Go fer yer guns, varmint.

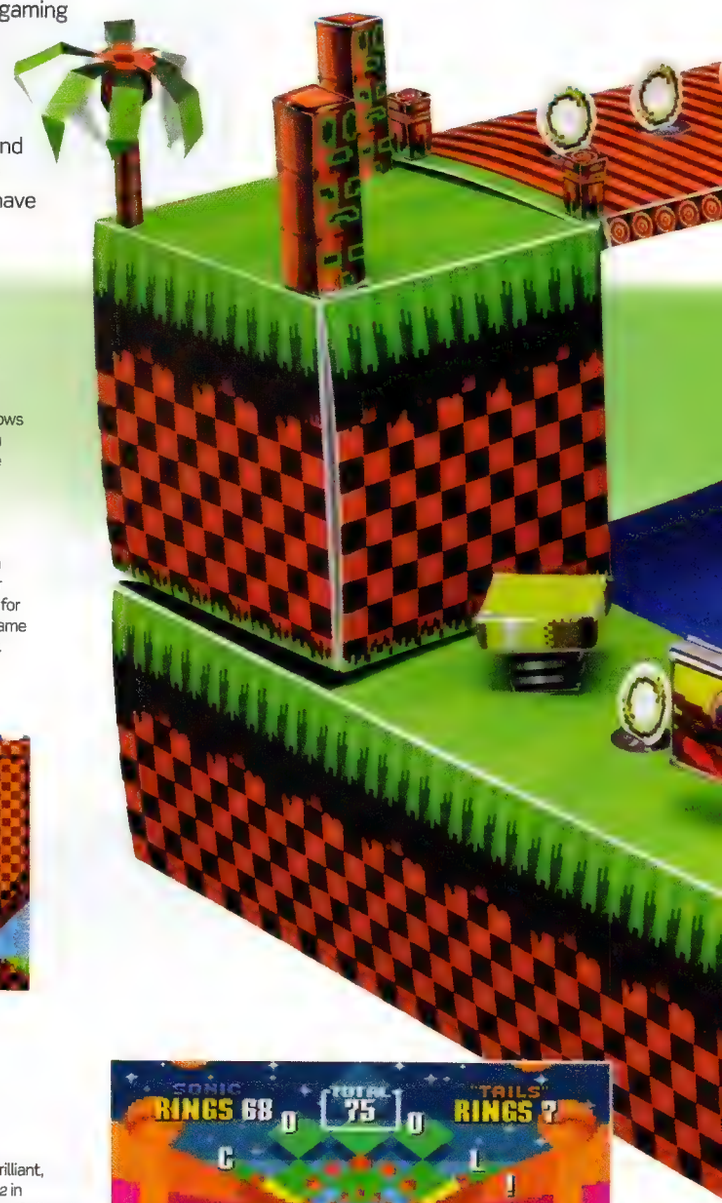
NATION

100 PSP struts its stuff on the catwalk
An excuse to print yet *another* pic of attractive women? You know it.

The ups and (many) downs of Sonic

Gary Cutlack

Sonic is the reason half of us chose gaming over watching TV as a hobby in the first place. His colourful, loopy, look-mum-I'm-going-upside-down Mega Drive debut sent the game scene bananas. Then fame went to Sonic and Sega's heads and a series of duff 3D games ruined it all. But we'll always have 1991, Sonic...



SONIC THE HEDGEHOG, 1991

The original *Sonic* showed what Sega's Mega Drive could do – fast scrolling and pretty colours at the same time. Ludicrously easy to play for anyone in possession of eyes and hands, the plot was as follows – a bad fat man has stolen some emeralds and you have to get them back. Game plots were awesome before they all started being about amnesia and government conspiracies.

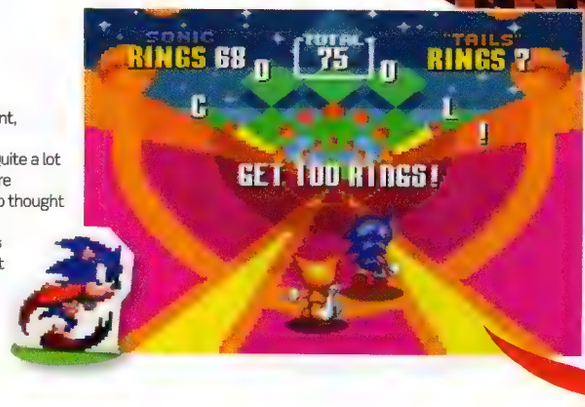
Sonic's slick look was accompanied by what is still one of gaming's best soundtracks, and we always dip in for a glorious sound/vision joyride whenever Sonic pops up on a retro compilation or for somewhere. You can't go wrong with a game that leaves you grinning like a drunk dog.

Gold ring Starlight zone's music.
Eggman A bit on the short side.
Verdict Timeless in 2D.

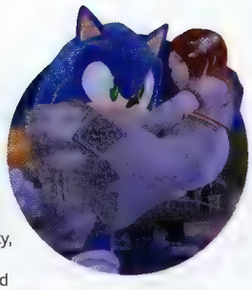
SONIC THE HEDGEHOG 2, 1992

And then, back when companies could knock out brilliant, proper, all-new sequels in a year, along came *Sonic 2* in November of 1992. It took *Sonic 1* and made it better. Quite a lot better. The levels were bigger – but not too big. You were accompanied by Tails, the annoying little helper fox who thought he was being useful but was, in fact, a right little shit, especially when he dropped all his rings in the 3D bonus round. Despite the wimpy fox, this was about as perfect to look at and play as 2D games could get.

Gold ring The tunnel-based bonus round.
Eggman Tails.
Verdict Best of the lot.



SONIC THE HEDGEHOG, 2007

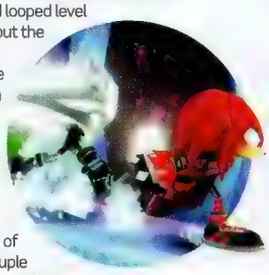


And last of all, as if trying to *prove* that *Sonic* will never work in 3D, came Sega's attempt at the series on PS3 . It was designed to celebrate Sonic's fifteenth birthday. But Sega shouldn't have bothered. New Sonic was a mess. He fell off platforms to his death with monotonous regularity, the camera made some sections as hard as squeezing a dead hedgehog through a needle, and despite some slower, better levels for Silver, it left fans sobbing into their fists with frustration. Please, Sega, put PS3's power to good use by making a kick-arse *2D* Sonic game next.

Gold ring The music is still good.
Eggman Sonic *kissing a girl*. A *human* girl.
Verdict Sonic's on life support and we'd happily switch the machine off.

SONIC RIVALS, 2006

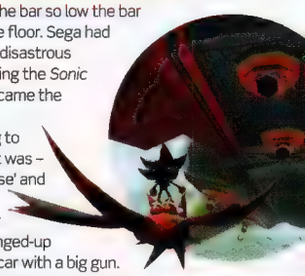
Finally! Last year we got what we wanted, with Sega putting together a new 2D *Sonic* game for PSP. Problem was, instead of being a proper return to the Sonic of old, *Rivals* was an odd, one-on-one race thing, with players hoofing it around a boring old looped level against the clock. It was OK, but the 3D backgrounds were a bit angular and rubbish, while the actual race game had more in common with one-dimensional racers from the early '80s. It offered you traps to drop in the path of your opponent, but these were only ever of use if you knew the level layout – which of course, you didn't the first couple of plays. And by the time you did, you probably wouldn't need the traps. *Rivals* also marked the introduction of – oh, dear – Silver The Hedgehog.



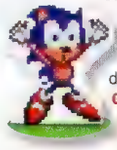
Gold ring Flat *Sonic* is better *Sonic*.
Eggman Boring loop-the-loop tracks.
Verdict Passable, not lovable.

SHADOW THE HEDGEHOG, 2005

Shadow lowered the bar so low the bar was literally on the floor. Sega had already made the disastrous decision of switching the *Sonic* series to 3D, now came the double disaster multiplier of trying to make a game that was – oh, god –'streetwise' and 'urban'. Gnngh.



Imagine proper 'urban' cool – a blinged-up man in a massive car with a big gun. Then imagine a six-year-old kid trying to look cool by pointing a water pistol while sitting in a pedal-powered car. That's *Shadow The Hedgehog*.

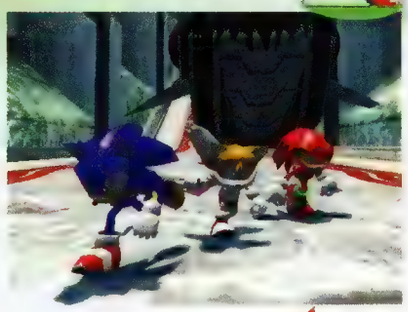


Sonic saved a little face by only making a brief appearance, but for people who had invested 14 years in Sonic games, the abysmal *Shadow* was like a dagger to the testicles.
Gold ring Guns for the 'yoof'.
Eggman Shadow in a car.
Verdict Rubbish.

SONIC HEROES, 2003

Heroes, Sonic's first PS2 outing, was, like *Adventure*, a bit clumsy to look at and play. You controlled a team of three Sonic characters, switching between them on the fly to use each one's special skills. Problem is, in Sonic games, the characters' special skills aren't that special. So you might have to select Tails for a bit, and fly incredibly slowly up a cliff. That's not really cutting-edge videogame excitement. At least Cream The Rabbit had a decent starring role.

Gold ring Loads of *Sonic* characters.
Eggman Vector The Crocodile.
Verdict Unremarkable nonsense.



SONIC ADVENTURE, 1999

And then, because Mario did it in *Mario 64* and everyone liked that, Sega made the worst decision in its history – creating a Sonic game in 3D. The screenshots showed glorious forest and temple levels we couldn't wait to run around – but the game's camera was awful and you spent more time battling the controls than Eggman/Robotnik.

Fast things and 3D just don't work. Mario is fine in 3D as he's a slow fat man. Sonic, with his bouncing around and breakneck pace, just ends up dying and getting stuck on lumps of scenery. Even now, we wish with all our hearts that Sega would see sense and make a proper, big-budget, all-new *Sonic* game in 2D. Imagine that. If we all wish for it really hard, perhaps it will happen.

Gold ring Chao-handling minigame.
Eggman *Sonic* in 3D.
Verdict Average, as we would come to expect from 3D *Sonics*.

SONIC CD, 1993

We mainly like this because it came out on Sega's doomed Mega CD add-on, which makes it a lost classic. Again, the star of the game was its music, and the dawn of CD-based gaming let Sonic Team go berserk. Sadly, the current PS2 retro packs feature the US version - which slaughtered the game's atmosphere by changing the tunes.
Gold ring The UK and Japanese music.
Eggman The American music.
Verdict A sprawling and weird classic.

10 reasons why Silent Hill 2 is so chilling

PLAYSTATION GENIUS

Steve Bailey

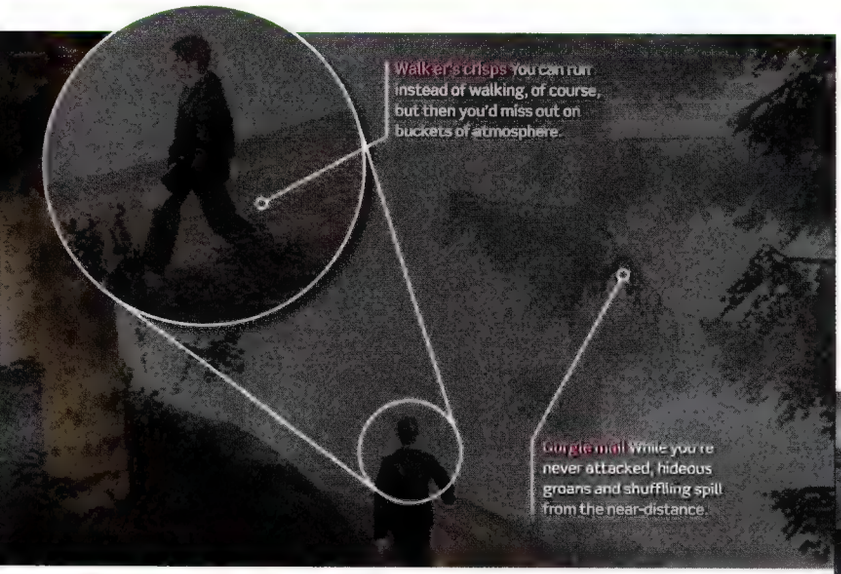
Heartbreaking If Oh James, what have you done? What dirty little secrets clog up that heavy heart of yours?

Chest a minute Did James love his deceased wife? Or secretly despise her? That's somewhat up to you.

1 JAMES – WHAT A GUY...

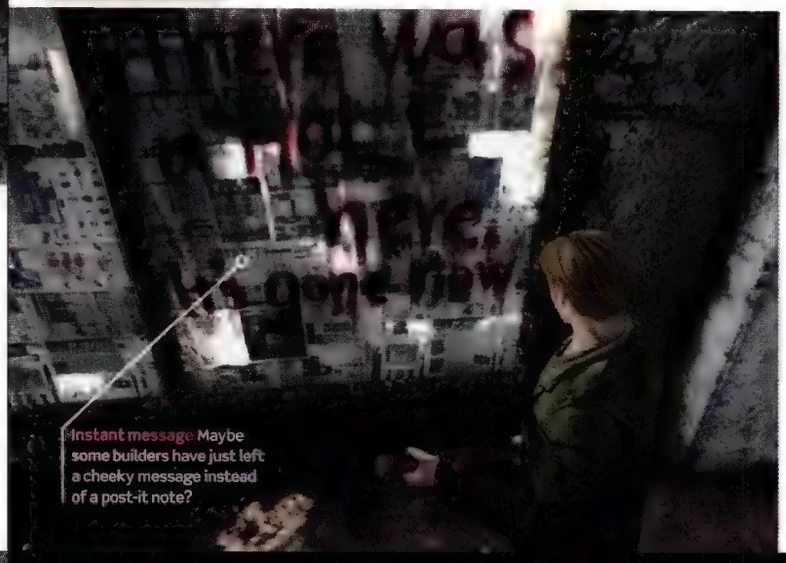
James Sunderland is in the town of Silent Hill because he's received a letter from there: a letter from his *dead* wife. Many take issue with his 'awful' voice acting, but maybe it wasn't an accident on Konami's behalf – however foppish and lame he may seem, there's a soot-dark streak of memory-repression to the guy that you're just not expecting.

Pub Konami | **Dev** Konami
FYI PS2 | 2001 | PSM15 88%
First PS2 instalment of Konami's survival horror franchise. Thanks to its emphasis on emotional themes and character relationships it's considered to be the best in the series


Walker's crisps You can run instead of walking, of course, but then you'd miss out on buckets of atmosphere.
Gurgle mail While you're never attacked, hideous groans and shuffling spill from the near-distance.

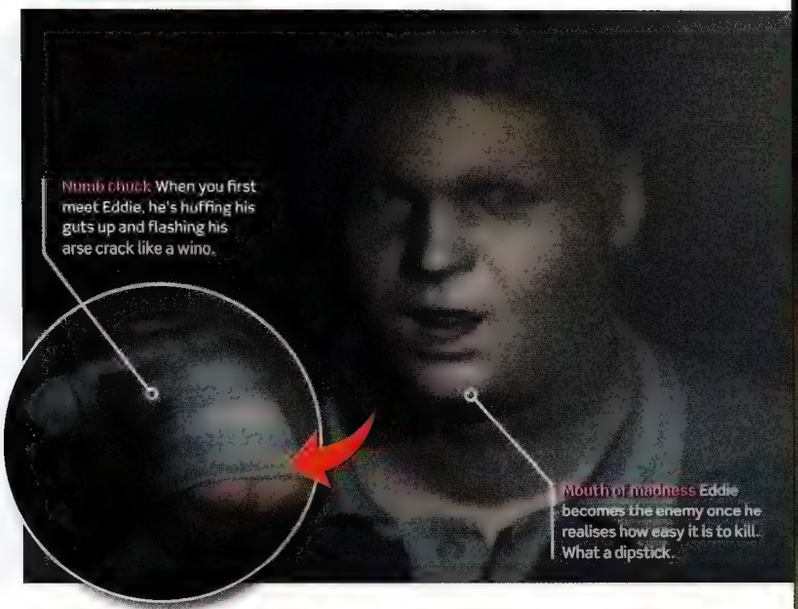
3 "THERE WAS A HOLE HERE..."

...it's gone now." This bizarre message, daubed on the inside window of Neely's Bar, isn't part of a puzzle. It isn't a hint about a secret area either. Is it a threat? Is it all just part of James' doolally subconscious? Is it a public service announcement? Come back to the 'otherworld' version Neely's Bar later on to see a follow-up message, and yet another cryptic glimpse at James' dark back story.



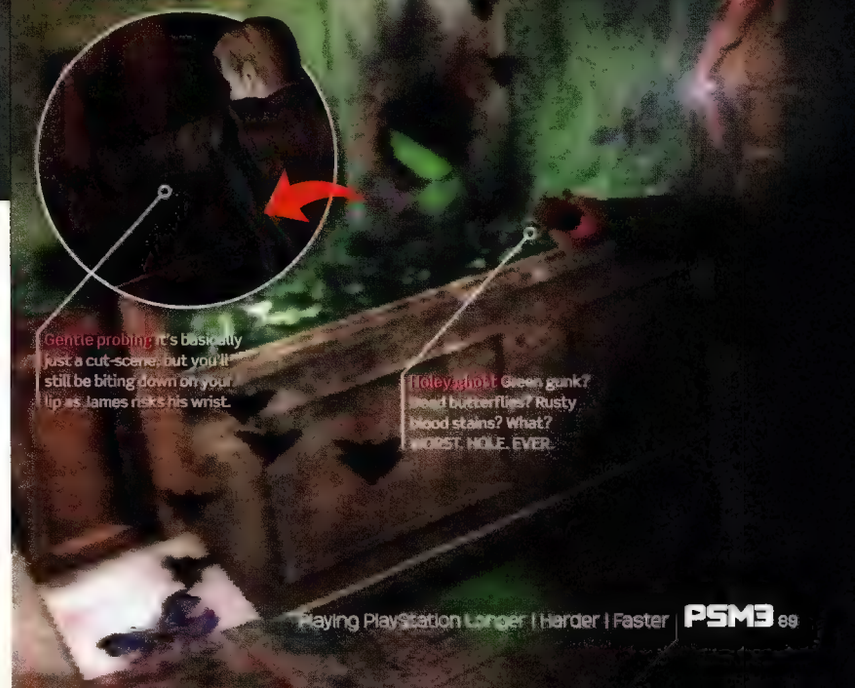
2 TAKE THE LONGEST WALK

So, how does *Silent Hill 2* introduce you to the fact that it's just not like most other adventure games? By making you take a looooong walk down a forested dirt track that wends its way into town. For 10 minutes or so, you're expecting to be ambushed with a cheap scare, but it never actually comes – talk about mind games. Not many games are brave enough to do this – save the ladder bit in *MGS3*.


Numb chuck When you first meet Eddie, he's huffing his guts up and flashing his arse crack like a wino.
Mouth of madness Eddie becomes the enemy once he realises how easy it is to kill. What a dipstick.

5 REACH OUT...

This is another of those brilliant *Hill* moments where nothing really happens, but is still amazing. James spies something in a hole in the wall. A filthy, scummy foreboding hole that's definitely full of wrong. In goes his whole arm... and he picks up a key, without harm. You, however, have probably yelped, due to the sudden jolt of vibration that's shot through the pad.


Gentle probing It's basically just a cut-scene, but you'll still be biting down on your lip as James risks his wrist.
Holey shit Green gunk? Blood butterflies? Rusty blood stains? What? WORST. HOLE. EVER.

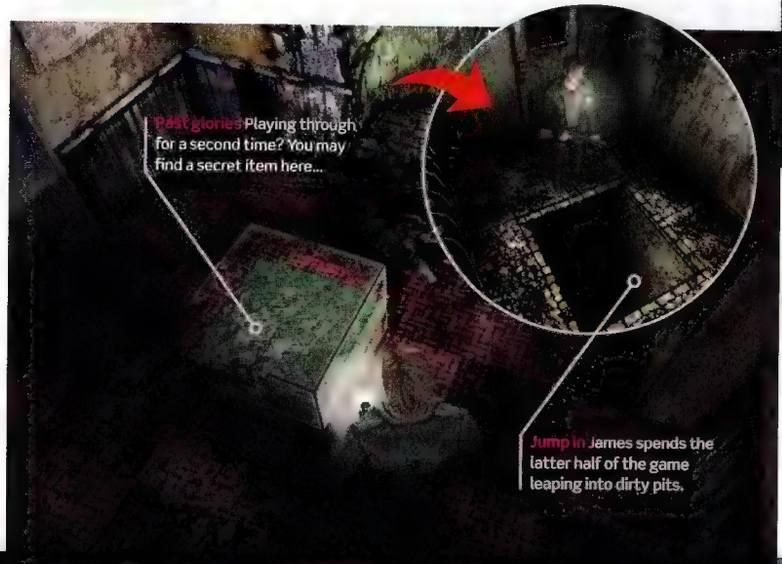
4 UNSTEADY EDDIE

Victimised, blubbering fatty Eddie has a terrible, *terrible* secret – he once killed a dog. Imagine that. But it's a big, big issue to this big boy, one that eventually turns him into a trigger-happy murderer that James has no choice but to kill. Not that we'd ever miss a pizza-chugging weirdo that does so much puking. His only friend, it would seem, is a child called Laura – they're on the same wavelength, at least.

ON THE DISC
Silent Hill 5 will be on the disc when we get it
PS3/Latest

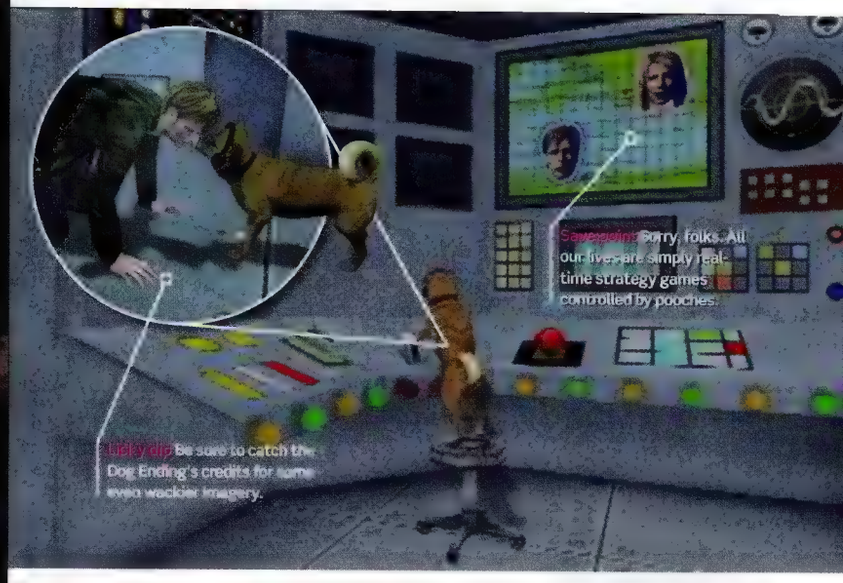
6 THE WORLD'S GONE MAD

Even the town of Silent Hill itself has a dark side to it. With little explanation, you're often plunged from one location into its 'alternate' equivalent, a nightmarish twin environment with the same layout but with everything shot to absolute hell. It often seems to be Pyramid Head's fault, the little tinker. The prison area towards the game's end is phenomenally bleak and effed up.


Past glories Playing through for a second time? You may find a secret item here...
Jump in James spends the latter half of the game leaping into dirty pits.

7 THE LADY IS A SCAMP

This is Angela. She's the first 'real' person you'll bump into during the game. At first, she just seems a little lost, and on the hunt for her Mama. Later, you'll find her dazed and fingering a rather large knife. Uh-oh. Later still, she goes mental at the corpse of a monster that could well have been her father. But James' final encounter with her is one of the most touching in the game.


Savegame? Sorry, folks. All our lives are simply real-time strategy games controlled by pooches.
Lucky dip Be sure to catch the Dog Ending's credits for some even wackier imagery.

8 SCARIEST BOSS EVER

While 'Pyramid Head' sounds like a character straight out of the Beano, it's actually the *Silent Hill* franchise's most iconic of weird bastards. With an upturned skip for a head, this creepy butcher stalks James throughout the game. He must be pure evil, surely? But things are never that straightforward in the loopy moral murk of the *Silent Hill* games...

9 THE DOG HOUSE

Probably the most barking mad (sorry) ending sequence in history. Fulfilling certain conditions will allow you to access the 'Dog' climax. The gist? A dog has been playing the whole of *Silent Hill 2* like some kind of videogame. James is obviously gutted, and falls to his knees in despair – before declaring his befuddlement in *Japanese*. Then the credits kick in, silly muzak and all. Woof.

"Guy Cihi, voice of James, is a high-powered venture capitalist in reality"

10 MARIA, MARIA... QUITE CONTRARY

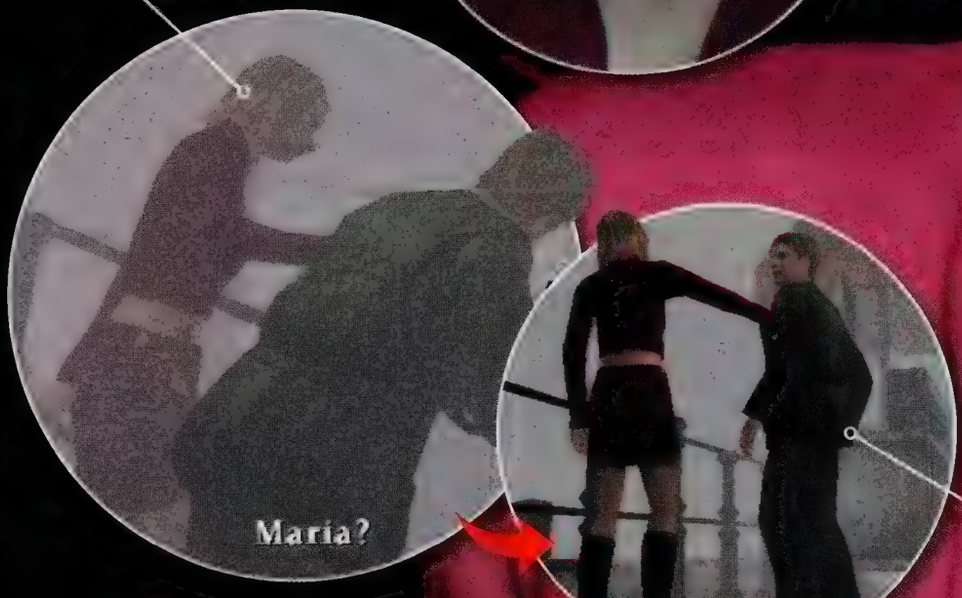
Maria *isn't* James' dearly-departed wife Mary, even though they could be twins. Nope, Maria is like a foxier, flirtier version of Mary – and maybe what James always wanted his wife to be. The game monitors how you behave around Maria, which will dictate James' fate when he finally finds his 'wife'.

Spend plenty of time looking after Maria at the points in the game where she gets hurt, keep her close-by, and never read your wife's letter or look at her photo. And, presto, you'll get the 'Maria' ending, where James hooks up with his wife's sexy doppelganger.

Forbidden touch "See? I'm real," whispers Maria saucily, dispersing James' doubts.

Fox to trot She loves you! She hates you! She's Mary! She's Maria! Pfff. Women, eh?

Ginger pier Prove your love for Maria over Mary, and you may just end up with her...



Hail Mary Is James doomed to repeat his mistakes with Maria? What do you think?

The ones we didn't pick...

Laura
A moody, brattish little girl who leads James into trouble whenever their paths cross. And the fact that she seems to know all about his ex-wife means he's often a bit too quick to be lured into danger.

The quiz show
While taking an elevator ride in Brookhaven Hospital, James' pocket radio suddenly kicks into life and broadcasts a... quiz show? With James as the contestant. Bizarre.

The chainsaw
Complete the game. On your next playthrough, you'll be able to pick up a dirty great chainsaw at the very start of your revisit. Satisfying.

EMAIL PSM3 @
Disagree with our choice? Then send us your picks
psm3@futurenet.co.uk

ON THE DISC
Not Parodius, but Gradius PS3 will be on a disc soon

PLAYSTATION EXPLOITS

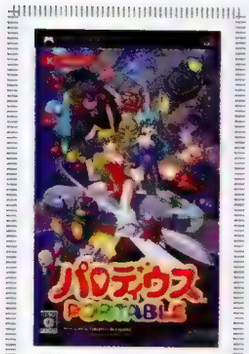
Discover Parodius Portable's weirdest moments

Alex Dale

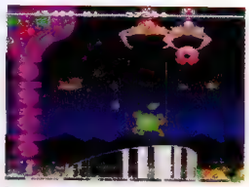
EMAIL PSM3
Want a game exploded in ludicrous detail? Tell us: psm3@futurenet.co.uk

SCARE YOUR GRANDMA

Parodius' 25 oddest boss battles



Pub Konami **Dev** Konami
FYI PSP | 2007 | PSM3 81%
Collection of old-school horizontally (and often vertically) scrolling shooters that parody *Gradius*, *Mystical Ninja*, *Castlevania* and many other Konami mainstays. PSP is region-free, so why not import?



What do you get if you take Konami's *Gradius*, replace the ships with penguins, the enemies with octopuses and the bullets with sushi? It's *Parodius Portable*, available for import, with five *Parodius* titles. Warning: it's gonna get weird...

See... Patrotic death bird

This US turkey turns up on a regular basis in the final *Parodius* – but on a far smaller scale. He's in the first one too and is the reason it didn't get a Western release. Are Americans that easy to offend?

See... The plate-spinning ghost

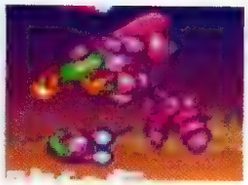
She appears towards the end of *Chatting Parodius Live*, spinning her plates until they turn into pure energy, at which point she fires them in your general direction.

See... Sentient corn

We've had to cut a lot of the bosses from *Sexy Parodius*, as several are slightly risque. Nothing wrong with the first level boss though – a corn-on-the-cob that saunters from left to right.

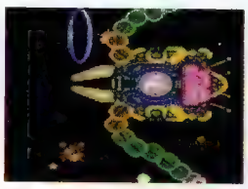
See... Tri-eyed flying thing

Well, technically it has six eyes, we suppose. This... thing, a satire of someone or something no doubt, appears early on in *Fantastic Parodius*, spitting projectiles like they're going out of fashion.



See... Evil Twinbee

Evil Twinbee is more than a match for your craft. As well as *Gradius'* power-up bell, *Parodius* also uses the *Twinbee* series' (another Konami shooting series) bells to grant your ship special abilities.



See... Two-armed bandit

Pops up to say hello in *Parodius: Non-Sense Fantasy*'s Casino level. His movements and general design parody the end-of-level guardian ship as found in the *Gradius* series.

See... Captain penguin

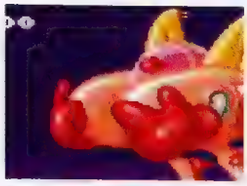
Non-Sense Fantasy's level one boss – we're assuming he's the captain of the cat battleship – see opposite – what with the snappy pirate costume and circularly-orbiting crewmates. Hmm.

See... Beautiful lady

Forget *Manhunt 2* – *this* is morality in gaming. This lass spews be-nappied imps at you – but if you shoot her, she lets out a blood-curdling wail and begins to cry. Turns up nekkid in *Sexy Parodius*.

See... Sexy ship

Yeah, that's right – a well-endowed lady battleship complete with lipstick bullets, and a special move in which she tries to smother you with her ample cleavage. That's how we want to go.

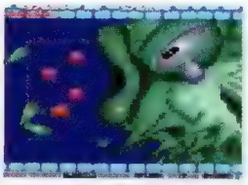


See... Sexy ship 2

As a special bonus, here's what happens when you shove all your ammo into Ms Battleship's cakehole – her armour falls off, and, naked and humiliated, she exits stage right.

See... Evil pufferfish

By the time you've reached *Non-Sense Fantasy*'s ice level, the prospect of a pufferfish turning up is a bit, well, ordinary. Still, once the fight's over, you'll never see old puffer here again...



See... Evil pufferfish 2

Oh. He's back. This time, whenever you score a hit, he expands, leaving yourself with very little rumour for manoeuvre. Eventually he'll get so big he'll burst, though. Sushi for lunch, anyone?

See... Geisha of Doom

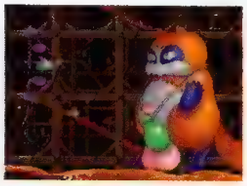
The Geisha turns up in *Non-Sense Fantasy*'s Graveyard level to spit blue flames at you. She's a ghost, so that part makes sense at least. It's probably hilarious satire in Japan.

See... Singing mermaid

She wears a fish in a boat as a hat, and sings a piercing song that sends ship-searing Japanese letters toward you at a rate of knots. Listen for those morality-doubting wails when she's hit.

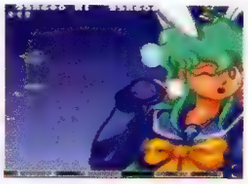
See... Pandarina

Fantastic Parodius' first boss – it's a panda in a tutu with a duck on its head. Pandas don't like to mate, and will only eat bamboo – and only then sometimes. Stupid creatures.



See... Frisky beaver

From *Sexy Parodius'* Mice Cavern level. Fairly easy to topple, but just one thing: under no circumstances SHOULD YOU EVER SHOOT THE BOTTLE. EVER. We mean it – look what it's covering...

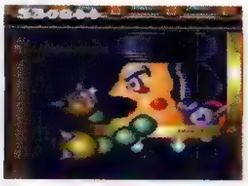


See... Giganto-schoolgirl

What this shot doesn't show is that we'd been vertically scrolling to the summit (her head) for aaaages. She's protected by pesky guardians that fling themselves at you via paper aeroplanes.

See... Porkozuna

He stands in front of a blissful mountain, which will get a rude awakening when this sumo-pig slams its big fat trotter down – the impact forces all manners of bizarre objects to rain from the sky.



See... Head thing

Pocket watch? Make-up mirror? Your guess is as good as ours. But what we do know is, spiky rotating arms and a giant head come out of it periodically, and it's as tough as a refrigerated cement mixer.

See... Toilet penguin

Sexy Parodius is structurally different to its sister titles – you have to collect a certain amount of coins or kill a certain amount of enemies to progress. It also has a penguin with a toilet for a head.

See... Clam ship of Death

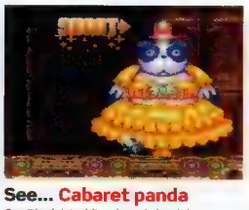
Parodies the laser-spitting ship from *Gradius* – it's fairly easy to topple, as its pattern is linear and its attacks slow. All it takes is a bit of discipline. One of the game's less interesting bosses, really.

See... Evil traffic light

Crops up in *Chatting Parodius Live* for a bit of a word in your ear. Not particularly taxing – or weird, under the circumstances – but its grabby hand means space is at a premium.

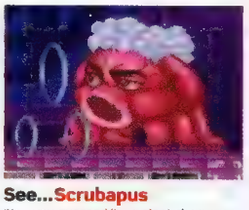
See... The teenage fave

Yeah, that's right. This lady Easter Island head spits out smaller, phallic green Easter Island Head things. Hey – programming videogames is sexually frustrating work.



See... Cabaret panda

Our Black 'n' white chum is back in *Chatting Parodius Live* to sing a song for you – catch a note and the fat lady will soon be singing. By this point, *Parodius* is starting to reference itself.



See...Scrubapus

It's – you guessed it – a giant shampoo-obsessed, bubble-spurting octopus. The sight of penguins washing their underwings around *Non-Sense Fantasy*'s bathroom level is a highlight too.

Lunacy FAQ

Q Which *Parodius* games are featured?

A Five in total. The original *Parodius* (or *Tako*, which we've completely ignored as it's currently only released on Non-Sense Fantasy, which is the most famous *Parodius* in the West, Fantastic Parodius, which is the best, Gaiking Parodius ever, and Sexy Parodius, which is the series' weirdest entry. Some of the bosses listed below are recognisable from previous games, but we've tried to focus on the ones that have been tweaked for the PSP version.

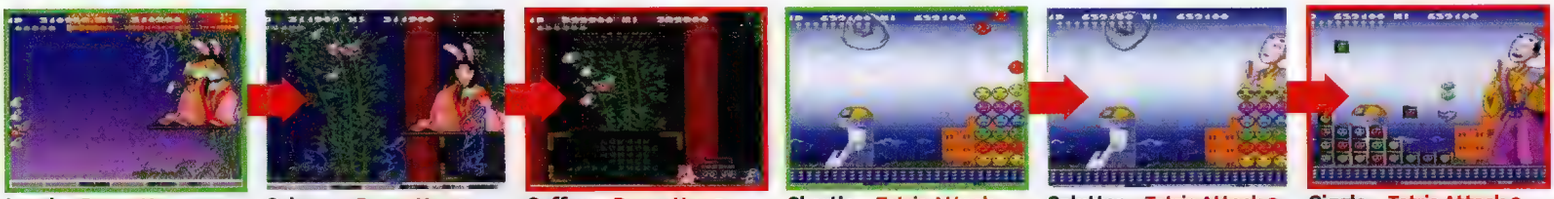
Q Were there any games that didn't make it in?

A Just one, a curmudgeonly shmup-style game called Wars that was released in Japan for PSP in 2007.

GameAmmo

"Famous music used in Parodius includes Swan Lake, the Can-Can and Mambo No. 5"

WEIRDNESS *Parodius'* funniest sequences



Laugh... Bunny Hop
Parodius Portable has lots of funny sequences. Like at the end of *Fantastic Parodius*, you'll encounter this mysterious woman on a flying carpet...

Snigger... Bunny Hop 2
She flies backwards while a mysterious tune plays, causing those bunny light fixtures to hurtle toward our craft. Which is a bunnygirl on a rocket, natch.

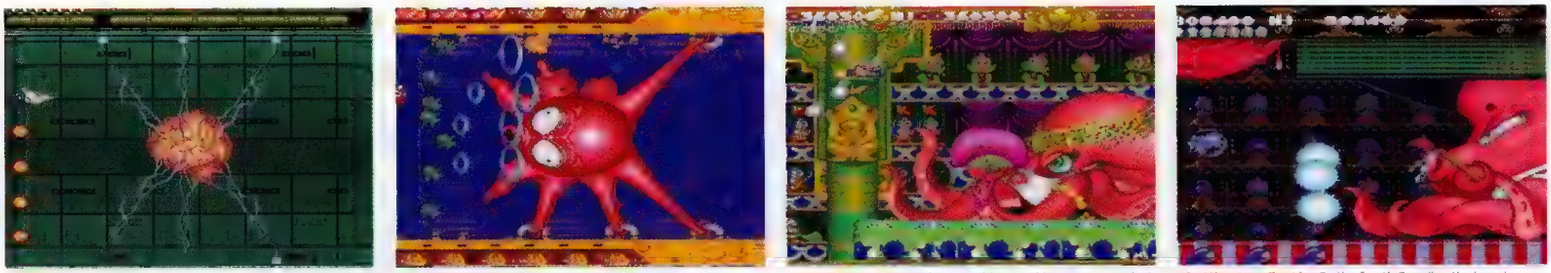
Guffaw... Bunny Hop 3
Fill her with enough lead and the truth outs – she's a cardboard cut-out. These two penguins and their beatbox were the real source of your woes.

Chortle... Tetris Attack
For no discernible reason, a range of spaced out blobs start raining from the sky. *Parodius Live*'s commentator is going berserk at this point.

Splutter... Tetris Attack 2
When, without explanation, they morph into a giant guy who has the power to rain yet more blocks down onto your head, via the power of Glowing Eyes.

Giggle... Tetris Attack 3
Shoot his wig off and more, stranger, wigs follow until he runs out and has to die in a blaze of gunfire. By this time, the screen's chocka with nonplussed blocks.

FINAL HURDLE The final bosses – and why they're so easy



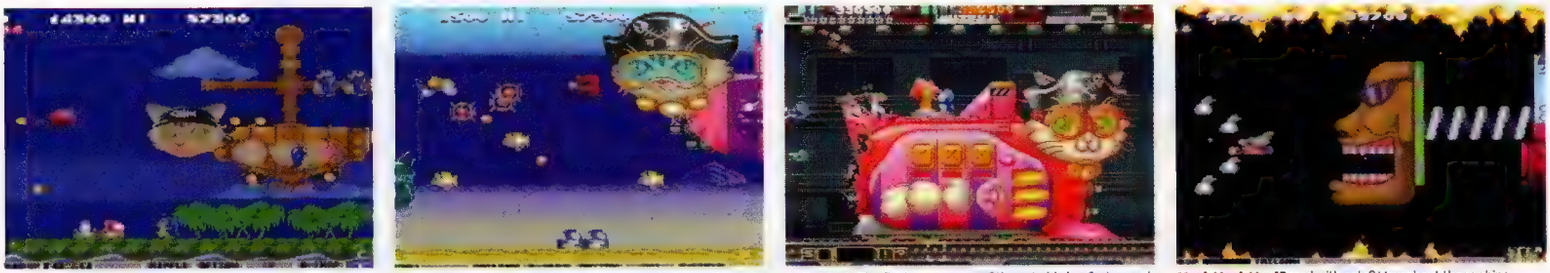
Gradius Here's *Gradius*' final boss – this brain. The idea was this: that you'd broken down all of his defences, and by this point, there was nothing left for him to do but die.

Non-Sense Fantasy The best parody of *Gradius*' final boss is right here – a furious octopus on the edge of space clinging on for dear life. Ping his tentacles away and you'll soon be done.

Fantastic Parodius We don't get this one. This Harem-o-pus just kinda sits there fanning herself while we get busy with the death rays. Come on, love, fight back.

Chatting Parodius Live By the fourth *Parodius*, the boss has started to fight back – but it's still straightforward. Dodge the bullets, hold down ⊗ and stewed octopus is again on the menu.

BATTLESHIP BONUS The mystery of the re-occuring cat



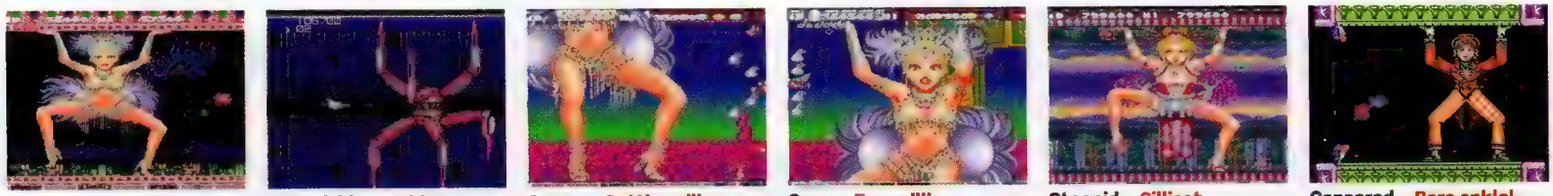
Ship-shape You'll bump into numerous battleships in *Parodius* – and most of them have a cat's head, for whatever reason. This particular model is manned exclusively by bloodthirsty penguins.

The mind goggles Here's the *underwater* cat in *Fantastic Parodius*. Spanning many screens, it has numerous guns to take out – but how can you, with deadly shoals of fish in your face?

Bullet train The final appearance of the cat-ship is a fast-paced affair – we've already dealt out critical damage here, but a solitary penguin on the cat's back is continuing to fight.

Moai, Moai, Moai Bored with cats? How about these ships, prevalent across the series, based on Easter Island Moai statues – the joke is that the statues appear in the original *Gradius*.

GO-GO GIRLS Legs that last for miles



For some reason, the *Parodius* series is obsessed with legs. Really long legs that try to stamp your ship underfoot, like this giant Las Vegas dancer above. Why the leg fetish? Well, why not?

Insecticide... Spider
It's all a play on this happy chappy here. This giant mech menace would take up the entire screen in *Gradius*, clattering up and down with his spider-like extremities.

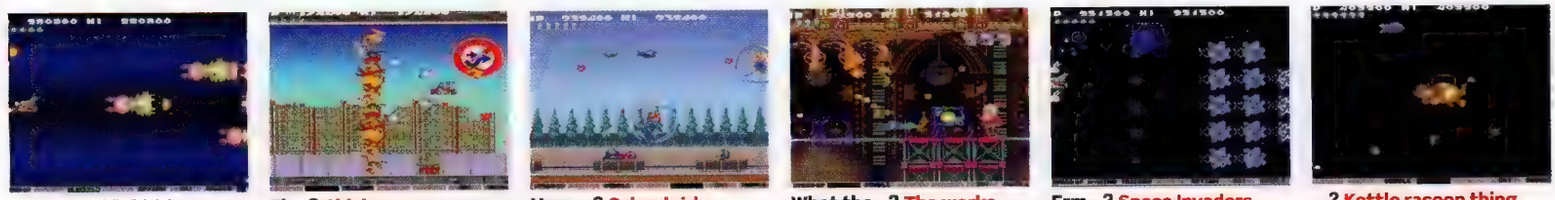
Saucy... Getting silly
It's actually one of the hardest parts of the *Parodius* series, this. She's double the size of the screen, and the penguins down below aren't exactly helping.

Sexy... Even sillier...
You zip up top, where she continues her deadly pattern of tottering back and forth. Her headdress can take you down with a single flutter, so time your runs.

Stoopid... Silliest
There's no respite from these harlots. Just one thing: you've gotta see what they did to the gals in the European NES release of the original *Parodius*. Look...

Censored... Bare ankle!
Because *no-one* has seen a scantily-clad lady in the whole of Europe. Japan, thank you for protecting our primitive European brains from corruption.

MORE WACKINESS Best of the rest



There's never a dull, slightly insane, moment in *Parodius Portable*, though. The madness just keeps on coming. Check out all this, and wonder why so many other games are so boringly sensible.

Eh...? Chicken run
Chatting Parodius Live and *Sexy Parodius* feature brain-meltingly difficult levels, in which you've got to avoid a huge family of giant, rotund chickens.

Hmm...? Schoolgirls
How about a giant wave of be-bubbled schoolgirls with killer kisses? At this point in the game, you're prepared to accept whatever *Parodius* throws at you.

What the...? The works
Hula-dancing monkeys with bananas, upside-down penguins and a unicycling Santa juggling drumsticks – this shot from *Chatting Parodius Live* has the lot.

Erm...? Space Invaders
The final two *Parodius* games have levels based on *Space Invaders* – it's a difficult section of the game, what with so many invaders attacking all the time.

...? Kettle racoon thing
Hope you've enjoyed our tour of *Parodius*. To sign off, here's a quiet moment from *Fantastic Parodius*. Seriously – what in the blue hell is *that* supposed to be?

ON THE DISC
For better war games, check out MOH: Airborne

PLAYSTATION SECRETS

Duffing up Osama Bin Laden in America's 10 Most Wanted

Osama Been Called Out
Who's the end boss to end all end bosses? Hitler? Dead, and ridiculed. Saddam? Ridiculed. And dead. Shipman? Don't start. Osama Bin Laden, still the FBI's most wanted terrorist? "Ah, now there's an idea," thought the in-no-way cynical developers behind *America's 10 Most Wanted*. Videogames have rarely displayed much political sensitivity, of course, so here you go – a game whose climax features the takedown of one of the 21st century's biggest bad guys by driving a knee repeatedly into his midriff, like some surreal *Smackdown* bout. Games, eh?

1 The hunt

Through the looking crass *Most Wanted* is mostly a first-person shooter that sees you – a member of a specialist anti-terrorist squad – bumble through cheap, PSone-esque caves and alleys in a bid to hunt down each mega-criminal.

2 The fight

Cull zone The end of each stage sees a boss fight in the form of a one-on-one beat 'em up. Yup. With energy bars, blocking and special moves. We wish we were making this up. It's the end of the game here, though – which means a ruck with Osama himself...

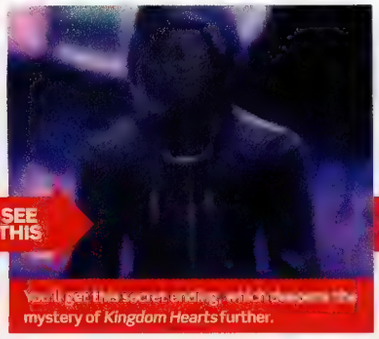
3 The capture

Knee-rie Caldari Once you've reduced Laden's energy to zero, it turns into a button-bashing minigame: knee him in the guts quickly to subdue him. That's JUSTICE, pounded directly into the axis of evil. Stick *that* up your peaceful resolution, United Nations. Sigh.

PlayStation's best kept secrets uncovered every month

Second ending › Kingdom Hearts › More story revealed

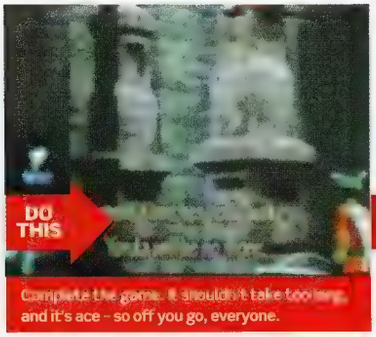
Finish *Kingdom Hearts* with all keyblades, 99 dalmatians and the Hades cup. Get to work.



You'll get this secret ending, which deepens the mystery of *Kingdom Hearts* further.

It's all very moody. Watching this gets us in the mood for *KH3*, whenever that may be.

Co-op play › Ico › Play as Ico and Yorda together

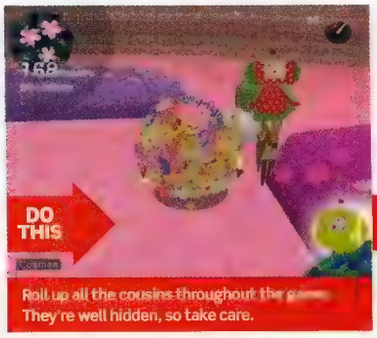


Complete the game. It shouldn't take too long, and it's ace – so off you go, everyone.

Then start a new game to access the secret multi-player mode.

Now one player can be Ico and one Yorda. She's rubbish, though. She hasn't got a big stick.

Secret level › We Love Katamari › Cousin-rolling bonus bit



Roll up all the cousins throughout the game. They're well hidden, so take care.

Now talk to the boy in the field and you'll get the chance to play here...

...it's the Roll Up The Cousins level, where you have to collect all the cousins yet again.

From zero to hero in... Steambot Chronicles

Taking Vanilla Beans – crazy name, crazy guy – to the very apex of chic

BASIC VANILLA
A slightly shoddy brown jacket and pants. Pff. Nice afro, though.
NAKED CHEF VANILLA
A swimsuit and chef's hat combined. Perfect for cooking in the sea? Hmm...
SAILOR VANILLA
There's a lot of music in *Steambot*, but little room for a Village People tribute.
ARABIAN VANILLA
Big pants and a turban – ideal for those *Prince Of Persia*-themed parties.
STYLISH VANILLA
Despite looking a bit like a Mafia suit, this outfit gets the ladies swooning.
Mental
Game Start
Game End

The Top 5

Cheats you *must* know

1 Transformers
Unlock all missions
At the menu with the Campaign, Bonus, and Options selections, press ↓, ↑, ←, →(3), ↑, ↓ to unlock all missions, including the two Cybertron levels.

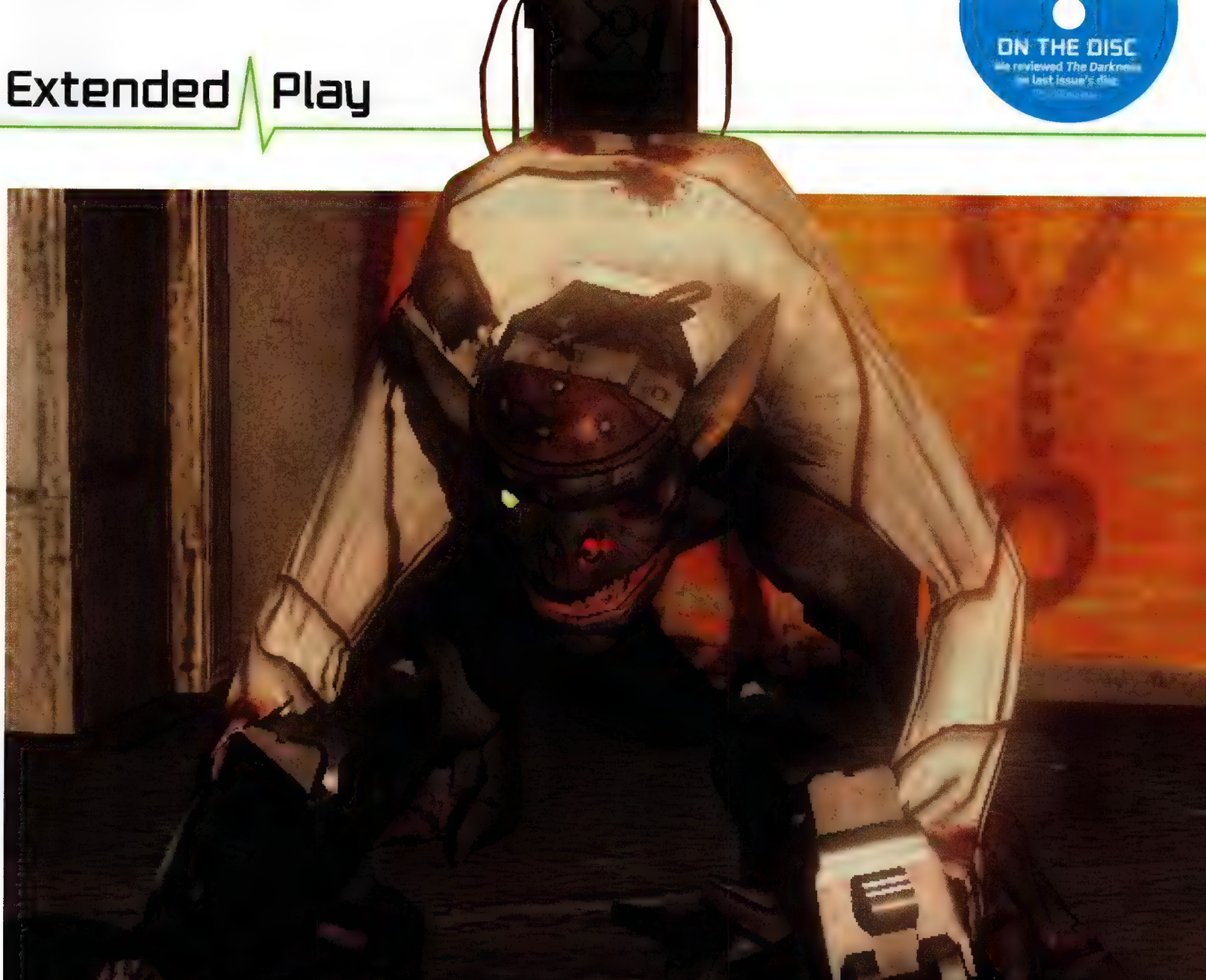
2 Tony Hawk's Downhill Jam
Unlock all events
Enter "ADVENTURES OFKWANG" as a code to unlock all events.

3 The Darkness
Unlock golfer Darkling
Dial '5664' on any telephone you see.

4 NBA Street Homecourt
Unlock All Teams
Go the main menu, press R1 and L1, then press ←, →, ←, →.

5 Gurumin: A Monstrous Adventure
Japanese voices
To unlock original Japanese voices, clear the game on any difficulty, then start a new game. While on the difficulty select screen, hold down the L and R buttons and enter: ←, ↑, ←, ↓, ←, ↑, ←, ↓, ←, ↑, ←, ↓. Now you can play the game in a language you don't understand. Enjoy.

ON THE DISC
We reviewed *The Darkness* on last issue's disc



PLAYSTATION ONLINE

Fight darklings – and lag – in The Darkness online

Justin Towell

Pub 2K Games
Dev Starbreeze
FYI PS3 | 2007 | PSMgo 71%
Top Cow's dark comic comes to life in Starbreeze's first-person shooter. The Darkness takes over Jackie's body, allowing you to kill remotely, feed on your victims' hearts and even toss around police cars like matchbox toys. Shame the game feels so unfinished

So many problems. Where to start? Well, let's begin here – *The Darkness*' controls are far too woolly to provide a razor-sharp multi-player experience. But that's just the thin end of the wedge.

Lag is a major issue. The developer's MySpace page promises "a patch included with PS3's August firmware update" and 'helpful' hints like "host fewer players", but it doesn't alter the fact that right now, *The Darkness*' online mode is majorly broken. The game offers eight-player gunplay if you've got a four-meg plus broadband connection, or you can opt for a four-player cap if your connection is slower. But, in truth, even four players is a bit optimistic. The whole game glitches frequently, leaving you repeating jumps and freezing, before finding yourself staring at the wall, and then, inevitably, the death screen. Not good.

Losing power

There are three characters – darklings, humans, or shapeshifters – but madly, you don't get Darkness powers. So no drones. No grabby tentacles. And no swirling, sucking black holes. Christ. Taking a load of bullets as a human, shifting to darkling form and jumping for your assailant's throat is still quite cool, mind.

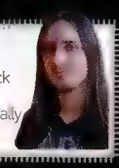
On the modes front, there are the standard array of game types, with Deathmatch, Team Deathmatch, Capture The Flag and Survivor games. Deathmatch servers are pretty full, but other modes are quite empty. Getting into a game is easy when players are around, though.

Many environments are low on unique scenery, making for repetitive play, and a very lonely-feeling game – especially as headset play isn't supported. The best-looking areas are crisp and impressive, but they're just too few and far between.

If this sounds overly negative, it's with just cause. The only fun we had with it was on one hit kill setting (so the aiming issues matter less) and playing a two-player Capture The Flag match (to keep the lag away). But let's face it, that's hardly worth the effort, is it?

ONLINE VERDICT

Lots of players? Enough to find a quick deathmatch, but not much else
Buy it just for online? Hell no. Practically every other online shooter is superior.



GAMEPLAY Defining moment

You're online. You've got your armour and a gun in each hand. Life shouldn't be able to get much better than this. Except it can, easily, due to how generally awful *The Darkness'* online mode is.

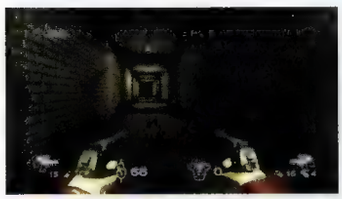
[illegible]
Every shooter has this, but it's still nice to know who's doing what, especially in team games. Only Deathmatches have many players to show, though.

[illegible]
This panel shows you your current health, armour level and how much ammo you've got in each gun. As informative as you'd expect.

[illegible]
...although guns help. When you're out of ammo, you can twirl them around – but you can still hit people about the head with them. Bosh!

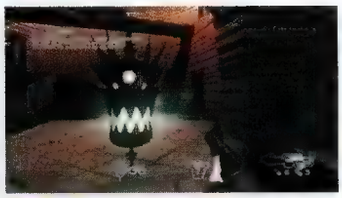
SKILLS Online tactics

Of course, you'll find some players who suck what little fun there is out of the game by learning every nook, cranny and spawning point, but that's not to say you can't beat them with a little help. Follow our tips and you'll soon be winning matches consistently.



1 In the shadows

It may sound obvious, but there's no need to just go running around brainlessly, looking for people to kill. There are plenty of opportunities to lie in wait in a dark corner, especially in your darkling form, before jumping out on an unsuspecting passer-by and killing them stone dead. Remember, there is no radar, so rivals will only be able to spot your gamer tag if they're looking right at you. Find a well-trodden path and tuck yourself in where you won't be seen.



2 Easy pickings

There's a nasty-looking pick-up that boosts your damage-dealing abilities. It happens to look like a particularly-toothy monster's head, so it's pretty easy to spot. The pick-ups are generally plentiful and fairly easy to find, but remember to head for the armour regularly as a matter of course. The health pick-ups are usually quite useless in human form, as you're usually perfectly healthy or stone dead, but health packs do replenish your darkling time.

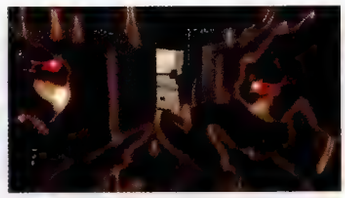
3 Van Halen were right...

...you might as well jump. Your darkling form is very agile when it comes to clearing tricky gaps – but what other players don't always realise is that you can look upwards and jump at the same time, allowing you to not only leap that much higher, but also to see any enemies who might be lurking up on ledges. Do it right and you'll reach the best vantage points, and even the best weapons – which are often hidden in out-of-the-way places. Rock on.

MISSING What it should have had

The Darkness powers would have been so cool in Deathmatches. Imagine mangling an opponent by hurling a pneumatic drill at him...

...or simply ripping out his internal organs. A death shot where you eat people's hearts would rock too. In a disturbing way.



Darkness itself would be nice. You can't even shoot out lights in multi-player. As the main game *relies* on this, that's a major omission.

Online Highlights

1

2

3

4

5

Best map

Character set-up

Shoot more bullets

There are matches being arranged quite frequently on gamesradar.com's online gaming section. You could also check out *The Darkness'* official MySpace page to meet fellow players and arrange a match – www.myspace.com/thedarknessgame.

ON THE DISC
See Rockstar's GTAIV on

Why Red Dead Revolver keeps us going for our guns

Joel Snape

Pub Rockstar
Dev Rockstar
FYI PS2 | 2006 | PSM49 86%
The best cowboy action on PS2, rescued from the remnants of a game dumped by Capcom

It's the firearms. They're what make *Red Dead Revolver*. Plenty of games load you up with plasma rifles, weigh you down with fancy soviet auto-loaders, fill your pockets with .357 cal and then completely fail to deliver. *Black* let you chew through ammo like Stallone on a meth binge, but when the dust cleared half the terrorists were still standing. *Red Dead* is different – you, as Red, might be manning a gatling turret, toting an experimental 19th-century sniper scope or cradling a bolt-action rifle, but when you shoot someone, they stay shot.

The shooting might be what makes *Red Dead* great, but you also need to remember that *Red Dead* nearly didn't happen at all. Originally set to be produced by Capcom, it was slated to be a cowboys 'n' zombies shooter until the company abandoned it in the cull that also saw *Capcom Fighting All-Stars* and *Dead Phoenix* bite the dust. It was Rockstar San Diego – formerly *Midnight Club* makers Angel Studios – who made the save, and *Red* couldn't have asked for a better rescuer.

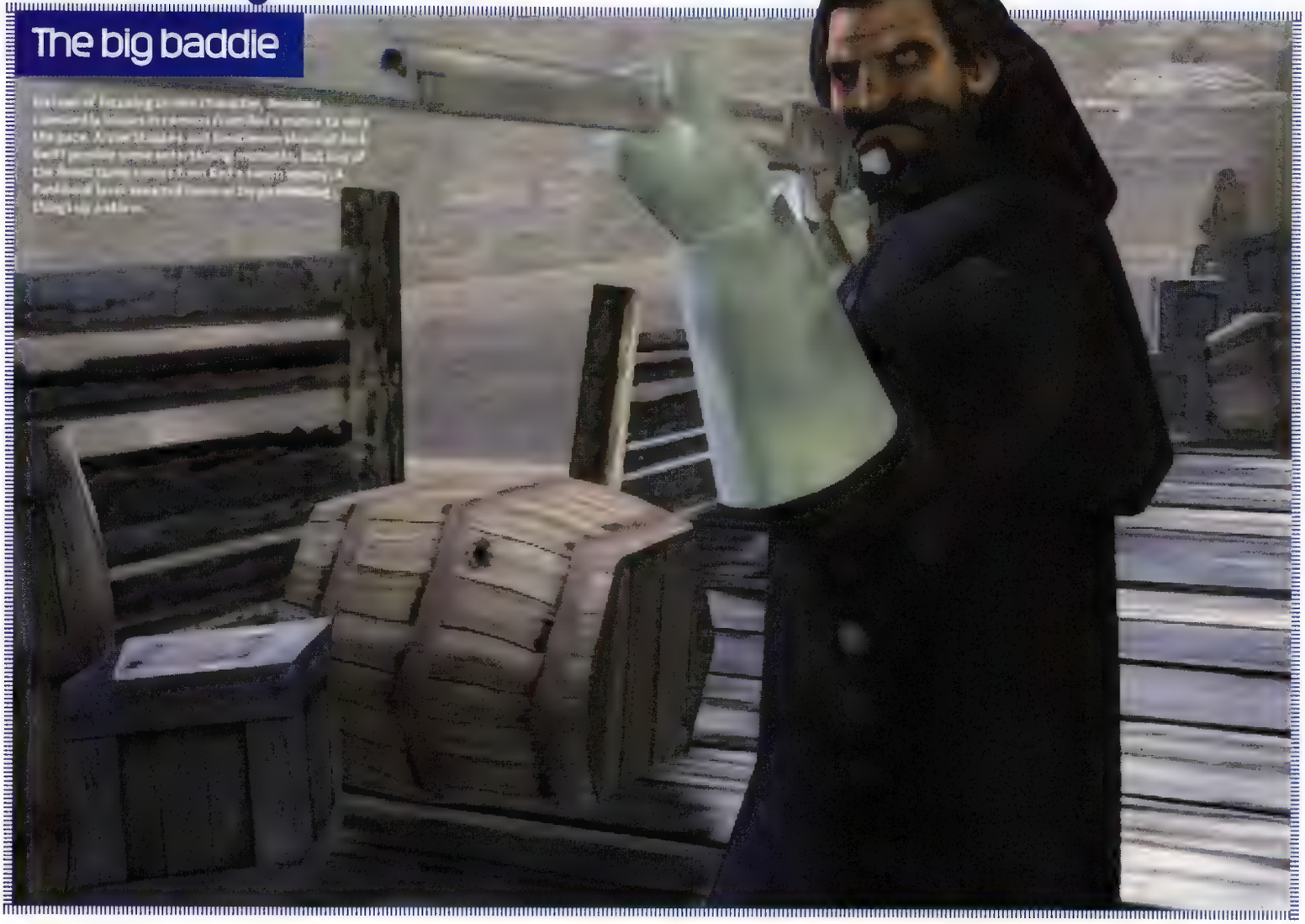
Simply the west

Rockstar, of course, do best when they're paying homage to – or stealing bits from – popular films – and with the Spaghetti Western genre relatively untouched at the time, they had their pick of the set-pieces to plunder. As a result, the pace rarely lets up – from an obscenely exciting sprint along the top of a moving train to a surprisingly well done stealth mission featuring Red's cousin Shadow Wolf, there's always something new to do. Every old West cliché's given a cheeky nod, right down to a playing-card-scattering brawl in a local pub with ladies running around in their frillies. A gallery of circus freaks and sinister undertakers round out the cast, ensuring that you don't get bored picking off the usual gap-toothed outlaws. Amid the carnage, Cowboy aficionados will delight in picking out the swipes, from the title tune (it's Luis Bacalov's theme from obscure flick Lo Chiamavano King) to the cover (an

EMAIL PSM3 @
What do you think of *Red Dead*? Let us know:
psm3@futurenet.co.uk

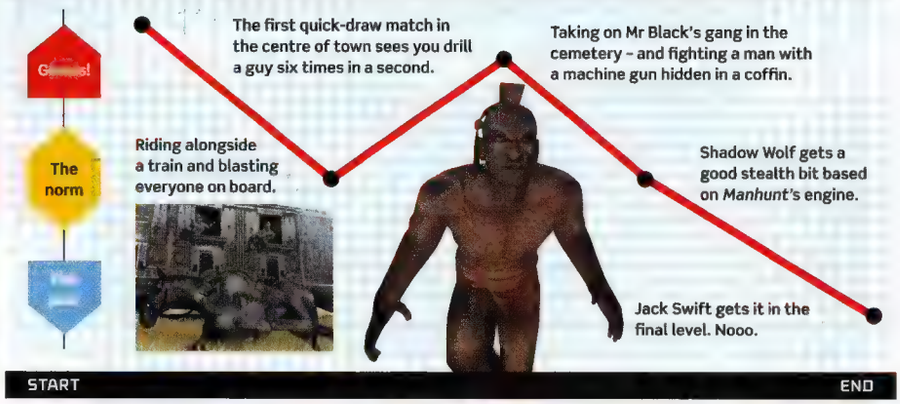
The defining moment...

The big baddie



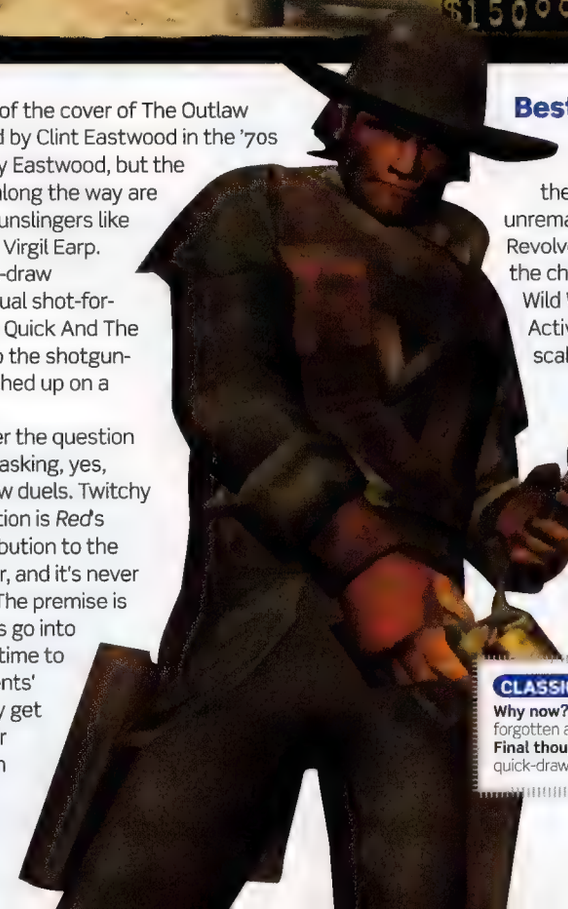
Horse sense You can't accidentally kill your nag, unlike in *Gun*.

The *Red Dead* thrill-o-graph


Gimmick!
The norm
The first quick-draw match in the centre of town sees you drill a guy six times in a second.
Taking on Mr Black's gang in the cemetery – and fighting a man with a machine gun hidden in a coffin.
Riding alongside a train and blasting everyone on board.
Shadow Wolf gets a good stealth bit based on *Manhunt*'s engine.
Jack Swift gets it in the final level. Nooo.
START
END

Quick on the draw We tend to go face, heart, liver, groin, groin, groin when we're assigning targets.

you've got a scant few seconds of super slow-mo to 'assign' six shots to different bits of their body – after which Red fans his six-shooter and peppers them in the time-honoured manner. Get it right and you'll drill them like a surly prospector – flinch and they'll shoot you dead. It's a spectacular test of nerve, especially when scuffing it means doing an entire level again.



almost direct copy of the cover of The Outlaw Josey Wales, played by Clint Eastwood in the '70s movie). Red's clearly Eastwood, but the posse he picks up along the way are based on real-life gunslingers like Bat Masterson and Virgil Earp. The climactic quick-draw tournament's a virtual shot-for-shot remake of the Quick And The Dead, right down to the shotgun-toting heavies perched up on a nearby clocktower.

Oh, and to answer the question you're bound to be asking, yes, there are quick-draw duels. Twitchy holster-clearing action is *Red*'s most lasting contribution to the third-person blaster, and it's never been done better. The premise is simple: when things go into scratchy sepia, it's time to watch your opponents' wrist action as they get ready to go for their gun. Tap the button as they draw, and

Best western

So what happened? Well, Capcom released their own zombie-gunslinger in the end, and *Darkwatch* proved a solid, unremarkable first-person shooter. Red Dead Revolver managed to hit the number one spot in the charts, but dropped off fairly quickly. The Wild West shooter everyone remembers now is Activision's *Gun* – horse-exhaustion and scalping minigames certainly don't hurt – but it's unfair to write off *Red Dead*. If *Gun* is Eastwood's Unforgiven – po-faced, sensible and full of self-importance, although a pretty decent game despite all that – *Red Dead Revolver* is Young Guns 2; relentless, stupid, and all about the good times. And those guns *are* great.

CLASSIC VERDICT
Why now? Because cowboys are in danger of being forgotten altogether.
Final thought Why don't more games use a similar quick-draw system?

The Top 5

Red Dead Facts

1 Niece to see you
There's a girl called Natalie, who's training to be a hired killer under her adopted uncle. Reference to Luc Besson's Leon, maybe?

2 Porky chopper
Rockstar have a 'thing' about porcine bosses. First there was *Manhunt*'s Piggsy, then six months later came squealing dynamite-lobber Pig Josh.

3 Sharp-shooting gal
Ranch owner Annie Stoakes is based on Annie Oakley, who toured with Buffalo Bill and could shoot a playing card six times while it was in the air.

4 Fighting for survival
The character of Buffalo Soldier is meant to be a recruit of the all-black US ninth cavalry.

5 Simply the west
Rockstar may have a sequel in development, but at the moment it's simply called 'Old West Project'. You can see a trailer from 2005 at tinyurl.com/2f70vn.

PLAYSTATION NATION

PSP – Amsterdam's next top model

Never ones to shy away from a vaguely absurd marketing tack, Sony hijacked the recent Amsterdam Fashion Week in order to promote PSP and Go! Cam. That's right, Go! Cam, that slightly rubbish camera you can attach to PSP and record videos with. In fairness, we're not entirely sure Sony were responsible for making these models stroll down the catwalk, clutching their handhelds and filming the audience, and themselves, for posterity – but the product placement does seem a shade too gratuitous for mere coincidence. Even in the [illegible] world of fashion.

Whether or not this sort of thing can actually enhance sales of PSP or Go! Cam is debatable – but who are we to discourage this kind of gaming/supermodel synergy? We thoroughly expect Heidi Klum to be [illegible] down a PSP catwalk any time soon, clutching a Sapphi or a [illegible], [illegible], maybe.

"Holding PSPs and filming the audience for posterity"

Model behaviour **Amsterdam Fashion Week was 'wowed' by Sony's handheld camera.**

LEGAL REPORT

PlayStation 3 'illegal' in Argentina

Although widely available in most of the corners of the globe now, it's not actually legal to buy a PS3 in Argentina. Sounds faintly ludicrous, but it's true.

Federico Auspach, Sony Argentina marketing manager confirmed that at the moment, Sony isn't importing the machine into the country. They need to submit PS3's Bluetooth components to the nation's local regulations agent, the CNC. This hasn't happened as yet, and so PS3 is illegal in Argentina.

However, this doesn't mean that residents of the South American country can't get their hands on the future of gaming. Argentinian game importers are widely advertising the console for sale – for the price of 5,400 pesos, which translates to the astronomical price of £840. You could buy *two* PS3's in this country for that sort of money. That selling the machine is against the law doesn't seem to bother these retailers, but we can't imagine they're shifting many units. Unless everyone in Argentina is *really* rich.

Moving to Argentina? (You *might* be.) Once PS3 is passed by the CNC, it'll be legal. South American gamers can't wait.

Tev kit. It was easier getting Carlos Tevez into Manchester than PS3s into Argentina.

GLOBAL DOMINATION

PS3 ready to make humans obsolete

PS3 has loads of uses besides merely playing games, and it's all thanks to the massive power of the Cell processor that powers it. Most famously, there's Folding@Home (see http://folding.stanford.edu), the project where PS3 gamers link their machines together online to create one big supercomputer, and the combined oomph helps research cures for disease. *That's* how powerful that black box underneath your TV really is – and a network of 10,000 linked PS3s is claimed to have the same processing power of 200,000 PCs. But Folding@Home's not the only alternative use for PS3 – there's more besides.

1 PS3... drives us to work

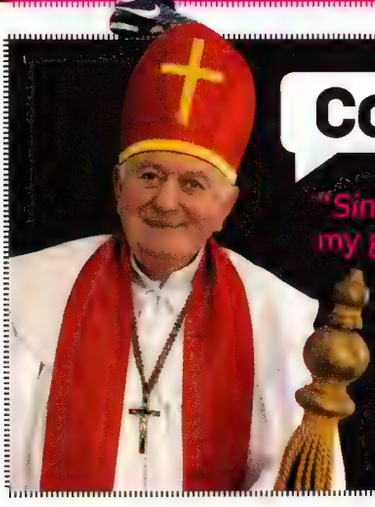
The DARPA Challenge is an annual race in which people mod cars that can drive without humans at the wheel. This year, one group installed a PS3 with Linux in their motor, and used it to process in-car camera and GPS info to stay on the road.

2 PS3... protects the world

Science bods in America's Pacific Northwest Lab use PS3 for national security. PS3 has a quarter of the power of their 8,000 square foot supercomputer, and they hope to use a few PS3s to develop facial recognition software that works without human involvement.

3 PS3... makes you money

Well, kind of. IBM are currently running a competition, and the person who comes up with the best 'alternative' use for PS3 and Cell gets $10,000. The winners are yet to be announced, but we're hoping for a PS3-powered waiter-cum-sandwich maker. We can dream.



Confess!

"SingStar cost me my girlfriend"

By: Paul Connor, Macclesfield

EMAIL PSM3 @
Got a confession? Then we'll print it. Email us: psm3@futurenet.co.uk

Tell us thy sin
I like singing, and I like *SingStar*. But I've got an unfortunate competitive streak in my nature.

He who cannot compete gets trampled underfoot, my son
I always get really cross when I lose. I was round my girlfriend's house one night, just hoping for a pleasant evening in, when she suggested we play *SingStar Rocks*. We'd had a bit to drink, and thought it might be some fun.

Heaven is a place on Earth, my child.
That's not on *SingStar Rocks*. No, we sang tunes by Maximo Park, The Hives, The Cardigans... and I lost all of them. I was starting to get angry. Then we decided to try Offspring's Self-Esteem.

And then?
I lost by millions of points again. And I got in a massive strop and threw my microphone through my girlfriend's window, shattering it. There was glass all over the place. She wasn't best pleased, we had a massive row, and then she dumped me.

Well, if music be the food of love... no, you probably don't want to hear that.
No, I don't.

ON THE DISC
Check out the PS2 reviews section for the latest games

PS2 Playlist

	FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
STEALTH	**METAL GEAR SOLID 3** **Pub** Konami | **Dev** Konami | **Web** konami.com "What does reticulated python taste like? Shoot one and try it for yourself. The best of the *Metal Gear* games yet." **PSM3 Rating** 97%	**HITMAN: BLOOD MONEY** **Pub** Eidos | **Dev** IO Interactive **Web** hitmanbloodmoney.com "*Blood Money* is a sick, sick game. How developers get away with this kind of stuff is beyond us." **PSM3 Rating** 93%	**MANHUNT** **Pub** Rockstar | **Dev** Rockstar **Web** rockstargames.com/manhunt "Unique, not least in its use of extreme violence to comment on extreme violence in videogames." **PSM3 Rating** 91%
ROLE-PLAYING GAMES	**FINAL FANTASY XII** **Pub** Square Enix | **Dev** Square Enix | **Web** finalfantasyxii.com "It's everything you'd expect from an *FF* game, and everything you'd expect from a great adventure." **PSM3 Rating** 94%	**KINGDOM HEARTS 2** **Pub** Square Enix | **Dev** Square Enix **Web** khz.co.uk "Excels on every level and sweats charm. Hate role-playing games? This could well change your mind." **PSM3 Rating** 94%	**DRAGON QUEST** **Pub** Square Enix | **Dev** Level 5 **Web** dragonquest8.com "An old-fashioned game that eschews modern trends in favour of vintage role-playing." **PSM3 Rating** 90%
SHOOT-'EM-UPS	**GRADIUS V** **Pub** Konami | **Dev** Treasure | **Web** konami.com "Quite possibly the hardest game in the world. *Gradius* is pure, concentrated frustration." **PSM3 Rating** 83%	**STAR WARS: JEDI STARFIGHTER** **Pub** Activision | **Dev** LucasArts | **Web** lucasarts.com "A little too brief, but there's enough variety in the landscapes and missions to stop you feeling bored." **PSM3 Rating** 80%	**TWISTED METAL: BLACK** **Pub** SCEA | **Dev** Incognito | **Web** playstation.com "The driver AI is superbly engineered. The survival instincts of the opposition will amaze you." **PSM3 Rating** 80%
ADVENTURE	**OKAMI** **Pub** Capcom | **Dev** Clover **Web** capcom.com "You're restoring nature and helping people. Why can't all PS2 games be this beautiful?" **PSM3 Rating** 95%	**ICO** **Pub** SCEI | **Dev** Team Ico **Web** icothegame.com "The saddest, most tragic story on PS2, but also an achingly beautiful one. *Ico* teases out genuine emotion." **PSM3 Rating** 93%	**SHADOW OF THE COLOSSUS** **Pub** SCEI | **Dev** SCEI | **Web** shadowofthecolossus.com Climb 200ft beasts and plunge swords into their brains. An awe-inspiring experience." **PSM3 Rating** 91%

Let's dance Games to get your groove on

POP

Dancing Stage Megamix

Pub Konami | **Dev** Konami
Web konami.com
Still PS2's best dance game despite being older than the hills and Patrick Moore combined. A bit duff if you actively hate the likes of Kylie and the Sugababes, dancing nirvana for the rest of us.
PSM3 Rating 85%

HIP-HOP

B-Boy

Pub Sony | **Dev** Sony
Web bboythegame.com
No dance mats in this one. Instead, you tap your Dualshock's buttons in time to the likes of Rapper's Delight, getting your B-boys to compete in a rap dance battle, like you've probably seen in hip-hop videos. All a bit bland, though, oddly.
PSM3 Rating 70%

KIDDIE

Jungle Book Groove Party

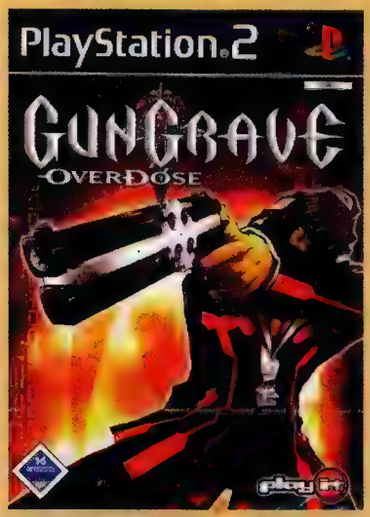
Pub Ubisoft | **Dev** Disney
Web ubi.com
Yes – dance along to all your favourite songs from the Jungle Book. Except it turns out there aren't enough songs in the Jungle Book, and the dance steps are too simple for words. Oh, bum.
PSM3 Rating 50%

Disagree with our choices? Write us an explosive mail telling us why we're complete idiots. Lob your word-bombs at: psm3@futurenet.co.uk. Subject line: "WRONG!"

Back issues
Complete your collection!
Ring our hotline on 0870 837 4773

Why didn't anyone buy...?

They released it... No one bought it. We explain



Gungrave Overdose

Pub Play It | **Dev** RED | **Web** gungraveod.com

Coolest character on PS2? You probably think it's Dante or Max Payne or someone, right? But take a look at the screenshot below and try telling us that Grave – star of Gungrave and its slightly superior sequel, Overdose – isn't just as ace.

Grave is *ludicrous*. He carries a coffin on his back. His own coffin at that, because he's been brought back from the grave – hence his name. And he's modded this coffin to *launch missiles*. You don't get that from Chris Redfield.

So why didn't a hulked-up zombie madman with a missile-launching coffin slaughtering waves of bad guys capture the public vote? That'll be because its a Japanese game released on a tiny label, because graphically it looks like a small child made it with scissors and cellophane and because the game itself – while great for a while – never moves beyond its initial 'get funneled through corridors while blasting none-too-bright bad guys' mechanic. The environments change – from graveyard to hotel to a terrific supermarket level – and it's more frantic than a nursery full of kids who've drunk nothing but Coke for a week, but eventually it becomes undeniably repetitive. Chasing bonus scores – known as 'beat points' – by stringing together relentless hits is initially addictive, but ultimately wears thin. Still, it's the only PS2 game to break the rumble motor in our DualShock, such is its whirring intensity. Grave is, actually, serious fun.

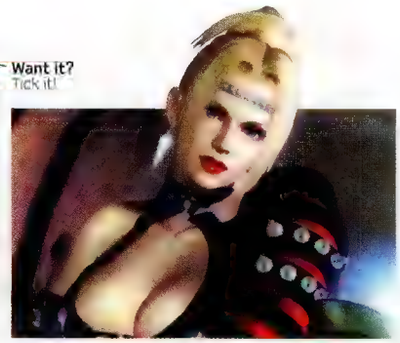
EMAIL PSM3 @
Want to champion a game here? Let us know.
psm3@futurenet.co.uk

PlayStation 3 Top 20

This month's big retail winners and losers

01	NEW	Ninja Gaiden Sigma	Eidos	Reviewed PSM90 80%
02	NEW	Rainbow Six Vegas	Ubisoft	Reviewed PSM90 76%
03	(02)	MotorStorm	Sony	Reviewed PSM86 88%
04	(01)	Resistance: Fall Of Man	Sony	Reviewed PSM86 89%
05	(07)	Virtua Tennis 3	Sega	Reviewed PSM86 85%
06	NEW	Harry Potter: OOTP	EA	Reviewed PSM90 55%
07	(08)	F1: Championship Edition	Sony	Reviewed PSM86 50%
08	(04)	Elder Scrolls IV: Oblivion	Ubisoft	Reviewed PSM87 93%
09	(08)	Call Of Duty 3	Activision	Reviewed PSM86 82%
10	(10)	Fight Night Round 3	EA	Reviewed PSM86 78%
11	(12)	Ridge Racer 7	Sony	Reviewed PSM86 79%
12	(05)	Spider-Man 3	Activision	Reviewed PSM89 72%
13	NEW	Armored Core 4		Reviewed PSM58 77%
14	(03)	POTC: At World's End	Disney	Reviewed PSM89 55%
15	(06)	Fantastic Four: Rise Of The Silver Surfer	2K Games	Reviewed PSM86 39%
16	(14)	Tiger Woods PGA Tour 07	EA	Reviewed PSM86 81%
17	(16)	Virtua Fighter 5	Sega	Reviewed PSM86 87%
18	(13)	F.E.A.R.	Sierra	Reviewed PSM86 72%
19	(18)	NHL 2K7	2K Sports	Reviewed PSM88 76%
20	(11)	NBA 2K7	2K Sports	Reviewed PSM88 69%

Want it? Tick it!



Honourable Gaiden

That *Ninja Gaiden Sigma* is harder than catching a cheetah in Nikes hasn't stopped you all buying it. Good thing too – enjoy the challenge, folks.

Scroll with it

The best game on PS3 continues to sell well. Once you're truly lost in *Elder Scrolls IV: Oblivion*, you might not need to play anything else. You've been warned...

Rise of the robots

The relative paucity of PS3 games is a boon for *Armored Core*, which makes what must be one of its only chart appearances ever. Not a bad game, still.

1,010,000

The amount of PS3's sold in Japan since the machine launched, according to Jap games mag Famitsu.

You're playing...

Chris Lane
He's got a PS3, but *FFXII* on PS2 has Chris's attention.

1 **Final Fantasy XII** "I've always been a *Final Fantasy* fan and this one delivers. Thank you kindly, Square."
2 **MGS Portable Ops** "*MGS* has never let me down. Makes PSP worth the money."
3 **Rainbow Six Vegas** "A return to form, with top-notch strategy and FPS shooting."

We're playing...

Andy Kelly
There's a trip back to the good old days of PSone for Andy.

1 **Final Fantasy VIII** "I fancied a nostalgic trip back to when *FF* was at its best."
2 **TimeSplitters 3** "I'm trying to nail as many platinums as possible in Challenge mode."
3 **Elder Scrolls IV: Oblivion** "Vicente Valtieri's just turned me into a vampire. The swine."

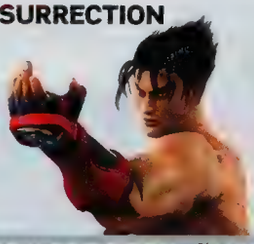
They're playing...

Tamsin Lucas
The producer of *SingStar* just loves her music.

1 **Buzz: The Music Quiz** "Gets my guests warmed up before I bring out the *SingStar* mics."
2 **FIFA 07** "In my version of last season, Liverpool won the Premiership."
3 **Tekken 5** "After being in the studio all day, there's little like *Tekken* for letting off steam."

ON THE DISC
Want to see the latest PSP games rated? Go here

PSP Playlist

	FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
DRIVING	**OUTRUN 2006: COAST 2 COAST** **Pub** Sega | **Dev** Sumo Digital | **Web** outrun2006.com "Sheer magical fun, from its ridiculous graphics to its stupidly colourful graphics. The most fun you'll have in ages." **PSM3 Rating** 89% 	**BURNOUT LEGENDS** **Pub** EA | **Dev** Team Fusion | **Web** ea.com "The best bits of *Burnout 1, 2* and *3* on your PSP. How good is that? Bloody good. Brilliant, edgy and massively fast." **PSM3 Rating** 92% 	**RIDGE RACER** **Pub** SCEI | **Dev** Namco **Web** namco.com "It's hard to imagine a better showcase for PSP's capabilities than *Ridge Racer*." **PSM3 Rating** 88%
BEAT-'EM-UPS	**TEKKEN: DARK RESURRECTION** **Pub** Sony | **Dev** Namco **Web** tekken.net "Grabs you and doesn't let go. This is how all handheld scrapping should be. An essential buy." **PSM3 Rating** 89% 	**POWER STONE COLLECTION** **Pub** Capcom | **Dev** Capcom | **Web** capcom.com "Slaps a broad smile on your face. Perfectly suited to handheld play and will brighten up anyone's day." **PSM3 Rating** 86% 	**DEF JAM: THE TAKEOVER** **Pub** EA | **Dev** EA | **Web** ea.com "Where other fighting games feel floaty, every punch and stomp carries weight. Brutal." **PSM3 Rating** 85%
ACTION	**GTA: VICE CITY STORIES** **Pub** Rockstar | **Dev** Rockstar | **Web** gtapsp .com "The miracle of playing such a big game on PSP makes *VCS* pretty special. The system's best yet." **PSM3 Rating** 91% 	**GTA: LIBERTY CITY STORIES** **Pub** Rockstar | **Dev** Rockstar | **Web** gtapsp..com "Forehead-poppingly frustrating at times, *Liberty City Stories* is still a colossal beaut of a game." **PSM3 Rating** 90% 	**SYPHON FILTER: DARK MIRROR** **Pub** SCEE | **Dev** SCEA | **Web** playstation.com "*Dark Mirror* lets you attack missions and enemy grunts in a way that suits your style – which makes it fun." **PSM3 Rating** 88%
SPORTS	**VIRTUA TENNIS WORLD TOUR** **Pub** Sega | **Dev** Sumo Digital | **Web** sega.com "Design your own player, play tournaments across the globe, win trophies, earn cash... now that's tennis." **PSM3 Rating** 91% 	**FIGHT NIGHT ROUND 3** **Pub** EA | **Dev** EA **Web** easports.com/fightnightround3 "Streamlining has taken place, but *Round 3* remains a well-balanced slugfest and deserves the championship belt." **PSM3 Rating** 84% 	**EVERYBODY'S GOLF** **Pub** SCEI | **Dev** SCEI **Web** playstation.com "Your caddy squeaks 'nice shot' and your golfer does a backflip. It's all very charming." **PSM3 Rating** 81%

Feeling zoo-vy

Wildlife as it should be – behind bars for our amusement

ZOMBIES

Resident Evil Outbreak: File 2

Pub Capcom | **Dev** Capcom
Web residenteviloutbreak.co.uk
Raccoon City's zoo isn't welcoming. It's half empty, for a start, and as dark as the bat cave. Punters are likely to be even more riled when a zombie elephant rips through the wall and gores them to bits.
PSM3 Rating 71%

PSYCHOS

The Punisher

Pub THQ | **Dev** Volition
Web eidosinteractive.com
New York zoo is lovely, full of animals to fill kids and grown-ups alike with joy. The atmosphere is dampened, mind, by a trenchcoat-clad psycho dunking people's heads in the electric eel pool and impaling them on rhino horns.
PSM3 Rating 82%

ESCAPEES

Madagascar

Pub Activision | **Dev** Toys For Bob
Web madagascarthegame.com
Ah, now this zoo looks much nicer. But hang on – where's the lion? And the hippo? And the giraffe, the zebra and the penguins? What do you mean, they've all escaped as part of a humdrum platform game? Give us our money back.
PSM3 Rating 56%

Disagree with our choices? Write us an explosive mail telling us why we're complete idiots. Lob your word bombs at: psm3@futurenet.co.uk. Subject line: "WRONG!"

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Nice Apps

Trick up your console

Full mouse

App FragFX mouse-style controller
Web splitfish.com

Are you one of those people who've always found first-person shooters that bit easier to play on PC, thanks to mouse control? Then it might be worth investigating the SplitFish FragFX pad, which takes all the PS3 face buttons and attaches them to a mouse. Meanwhile, the sticks and motion-control are all handled via something that look faintly like a Wii controller. So you could play *Resistance* and apply the sticks solely to moving while looking around with the mouse, or even, if you're a bit mental, the other way around. Connects via USB or wirelessly with Bluetooth.

Drive me crazy

App 160gb external hard drive
Web hori.jp.us

Were you an early PS3 adopter who imported their machine from Japan? That means you've had a little bit longer than the rest of us to cram your hard drive full of cra– sorry, vitally important files, like those 'flash-distorted' photos of your moon white face on holiday, or those oh-so precious KT Tunstall MP3s. Well, now you can get yourself a seriously massive 160gb external hard drive. Just connect it via your USB port. This HD will need to be imported from Japan as well, and we doubt it'll ever make its way over to Britain, but if you're desperate for more storage space, then this might be the way to go. Pricey, though.

Speak up

App PSP speaker system
Web tannoydigital.com

PSP's tinny speakers often don't really cut it, so you might want to think about getting this in – the Tannoy PSP speaker system. It comes with the Tru Bass enhancement, has a remote control and even recharges your handheld's batteries as you play. It's not too stupidly big and bulky either, so won't dominate your bedroom like a smaller-scale Stonehenge. Nice.

Early Warning System

Your PlayStation release schedule

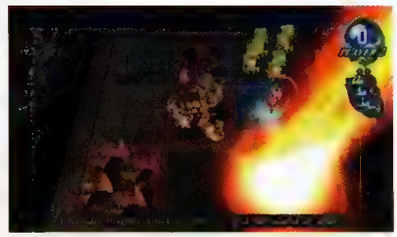
Game	Publisher	Out	Format	Want it? Tick it!
Tiger Woods PGA Tour 08	EA	Aug 31	PS3	☐
Madden 08	EA	Aug 31	PS3	☐
Stuntman: Ignition	THQ	Aug 31	PS3	☐
Heavenly Sword		Sep 14		☐
Colin McRae DIRT	Codemasters	Sep 14	PS3	☐
Warhawk	Sony	Sep 14	PS3	☐
Juiced 2	THQ	Sep 21	PS3	☐
Blacksite: Area 51	Midway	Sep 28	PS3	☐
FIFA '08	EA	Sep 28	PS3	☐
Lair	Sony	Sep 28	PS3	☐
Skate	EA	Sep 28	PS3	☐
Mercenaries 2: World In Flames	EA	Sep 28	PS3	☐
Sega Rally	Sega	Sep 28	PS3	☐
Home	Sony	Oct 4	PS3	☐
Medal Of Honor: Airborne	EA	Oct 5	PS3	☐
Half-Life 2: The Orange Box	EA	Oct 5	PS3	☐
The Club	Sega	Oct 5	PS3	☐
Pro Evolution Soccer 2008	Konami	Oct 5	PS3	☐
Dark Sector	D3P	Oct 26	PS3	☐
Clive Barker's Jericho	Codemasters	Oct 26	PS3	☐
Conan	THQ	Oct 26	PS3	☐
Army Of Two	EA	Oct 26	PS3	☐
Silent Hill Origins	Konami	Oct 26	PSP	☐
Need For Speed ProStreet	EA	Nov 2	PS3	☐
Call Of Duty 4	Activision	Nov 2	PS3	☐
The Simpsons	EA	Nov 2	PS3	☐
Tony Hawk's Proving Ground	Activision	Nov 2	PS3	☐
WWE Smackdown Vs Raw 2008	THQ	Nov 9	PS3	☐
Kane & Lynch: Dead Men	Eidos	Nov 9	PS3	☐
Army Of Two	EA	Nov 16	PS3	☐
Brothers In Arms: Hell's Highway	Ubisoft	Nov 16	PS3	☐
SingStar	Sony	Nov 23	PS3	☐
Haze	Ubisoft	Nov 23	PS3	☐
The Eye Of Judgement	Sony	Nov 23	PS3	☐
Lair	Sony	Nov 30	PS3	☐
Ratchet & Clank: Tools Of Destruction	Sony	Nov 30	PS3	☐
Folklore	Sony	Nov 30	PS3	☐
Assassin's Creed	Ubisoft	Nov 30	PS3	☐
Call Of Duty 4	Activision	Nov 30	PS3	☐
Tony Hawk's Proving Ground	Activision	Nov 30	PS3	☐

Heavenly Sword

Sony's much-hyped slasher is almost here. You can check out the review next month – will it be better than *Genji 2*? Surely it has to be...

Pro Evolution Soccer 2008

As you'll already have read, *Pro Evo 2008* is looking pretty special, if not a revolution of the *PES* formula. We're desperate for the final version.



The Eye Of Judgement

Despite initial bafflement, it's easier than it looks – flash real cards under your Eyetoy and they come to 'life', battling in real-time. Impressive technology.

eBay Going, Going, Gone PlayStation auction action

MGS2 book

We don't speak any useful Japanese, but we'd still love this book – The Making Of *Metal Gear Solid 2*, with loads of insight from creator Hideo Kojima into the creaton of the second, Raiden-tastic, edition of the *Metal Gear* series. It comes with a fold-out poster as well. The stuff fanboys' dreams are made of.

Sold $81.00 **Original Price** $15.00
Profit $66.00

Resident Evil mug

There was quite a bid-war for this item, which is odd as it's nothing but a stainless steel cup with the Raccoon Police logo slapped on the side. Apparently this is one of the rarest pieces of *Resident Evil* paraphernalia you can get. At least, that's what the seller said, but he'd be bound to say that, wouldn't he? Still, if you feel you need to add that elusive 'zombie' vibe to your morning tea, go nuts.

Sold $61.00 **Original Price** $20.00
Profit $41.00

Sonic piggy bank

Or hedgehog bank, if you will. Sonic seems to turn up a lot in this section, but that serves him right for having such a vast selection of utterly rubbish merchandise. And this piggy bank is yet another example. Look at the massive scary eyes that the blue hog has here. And the evil grin. And where the hell did his legs go? How's he supposed to defeat Eggman with no legs? No wonder no-one bought the thing.

Sold Nope **Original Price** $5.00
Profit None

ON THE DISC
See what PS3 is capable of on your free DVD

PS3 Playlist

TOP THREE

ELDER SCROLLS 4: OBLIVION
Pub Ubisoft | **Dev** Bethesda
Web elderscrolls.com
"An RPG offering an experience that no other PS3 title can lay claim to. It's not perfect, but feels close enough."
PSM3 Rating 93%

RESISTANCE: FALL OF MAN
Pub Sony | **Dev** Insomniac
Web us.playstation.com
"An incredibly slick, exciting PS3 showcase. A beautiful vision of an alien-infested Britain. Terrific stuff."
PSM3 Rating 89%

MOTORSTORM
Pub Sony | **Dev** Evolution
Web motorstorm.com
"Tough, dynamic racing. A blistering thrill ride that makes good on all of PlayStation 3's promises."
PSM3 Rating 88%

FOUR TO SIX

VIRTUA FIGHTER 5
Pub Sega | **Dev** AM2
Web sega.com/vf5
"Perhaps the best scrapper ever, but *VF5* is *such* an acquired taste. Still, technically this is flawless."
PSM3 Rating 87%

GHOST RECON 2
Pub Ubisoft | **Dev** Ubisoft
Web ghostrecon.com
"An almost flawlessly conceived and realised war simulator. Xbox port it may be, but it's still top stuff."
PSM3 Rating 86%

VIRTUA TENNIS 3
Pub Sega | **Dev** Sumo
Web sega.com
"No online play, but still the best multi-player game on PS3. A must-buy for *Virtua Tennis* fans everywhere."
PSM3 Rating 85%

SEVEN TO NINE

CALL OF DUTY 3
Pub Activision | **Dev** Treyarch
Web callofduty.com
"The only additions PS3 offers above the PS2 game is shinier, sharper graphics. Still, the next-gen starts here."
PSM3 Rating 82%

TIGER WOODS 07
Pub EA | **Dev** EA
Web easports.com/tigerwoods07
"Still the best console golf game, but trapped in the bunker of its own success. It's all very familiar fare."
PSM3 Rating 81%

NINJA GAIDEN SIGMA
Pub Eidos | **Dev** Team Ninja
Web ninjagaidengame.com
"Perfect fighting that's all about precision, but it's hard. Really hard."
PSM3 Rating 80%

TEN AND ELEVEN

NBA STREET HOMECOURT
Pub EA | **Dev** EA Big
Web easports.com/nbastreet4
"More of a showing-off sim than anything, but a fun one at that. It definitely makes you feel like The Man."
PSM3 Rating 80%

TONY HAWK'S PROJECT 8
Pub Activision | **Dev** Neversoft
Web tonyhawksproject8.com
"A solid, back-to-basics return to the glory days of the Hawk series. He's certainly still delivering the goods."
PSM3 Rating 80%

PSM3'S MOST WANTED

FALLOUT 3
Pub TBA | **Dev** Bethesda
Web fallout.bethsoft.com
Bits of every genre melted into one. Could be one of the best games ever.

AVOID

MOBILE SUIT GUNDAM: TARGET IN SIGHT
"This is one of the worst games we've played for ages. A disgrace on pretty much every level."
PSM3 Rating 28%

FULL AUTO 2: BATTLELINES
"A budget PlayStation 2 game wearing its big sister's high-definition make-up. Stick to *Burnout*."
PSM3 Rating 36%

FANTASTIC FOUR: RISE OF THE SILVER SURFER
"Dull, uninspired and a complete waste of PS3's power. Fantastic? They're not even adequate."
PSM3 Rating 39%

Down, boy
Some of PlayStation's potential Crufts winners

SCARY

Haunting Ground
Pub Capcom | **Dev** Capcom
Web hauntingground.com
Haunting Ground sees a girl called Fiona chased around a mansion by giant ogre-beast, Debilitas. Her only friend is Hewie, a labrador who she'll send to find hidden entrances and items. He can't stop Debilitas bear-hugging Fi to death, though.
PSM3 Rating 78%

BANNED

Rule Of Rose
Pub 505 | **Dev** Punchline
Web atlus.com/ruleofrose
Like *Manhunt 2*, you can't get the *Silent Hill*-inspired *Rule Of Rose* – it was pulled in the UK amid tabloid controversy. Scenes seeing dogs being hung by mad kids are bad for impressionable Young Minds, apparently. Try for a US import.
PSM3 Rating 58%

ANIMATED

Wallace & Gromit: Were-Rabbit
Pub Konami | **Dev** Frontier
Web konami.com
Ah, Gromit. The world's most sensible mutt. Here, Gromit gets to hunt down rabbits, play football with local kids and find valuables for the locals. Charming, all in all.
PSM3 Rating 72%

@ **Got a PS3 question?** Then we'll answer it. Send your next-gen console queries to: psm3@futurenet.co.uk. Subject line: "PS3 question!"

Out now on Blu-ray

Movies for your PS3

Kill Bill Vol 1

Director: Quentin Tarantino | **Starring** Uma Thurman, Lucy Liu, Vivaca A Fox, Daryl Hannah

If there's anything that deserves to be seen in crisp hi-def, it's the bold colours and bloodshed of The Good One in the Kill Bill double-header. Quick plot summary: Uma Thurman (aka The Bride) wakes from a coma and, armed with a big sword, goes seeking revenge on her former assassin buddies who tried to off her. The anime scene alone is worth the Blu-ray entrance price. Great modern day samurai action.

The Patriot

Director: Roland Emmerich | **Starring** Mel Gibson, Heath Ledger, Joely Richardson, Jason Isaacs

A historical piece about the American Revolution, starring loveable old Mel as war hero Benjamin Martin, who renounces fighting until – yes – his patriotic spirit kicks in and he goes off to war to avenge his son's death. Special features are a bit on the slim side – a couple of featurettes on The Art Of War and true American patriots are all you get. Still, at least that's something. And the film's decent as well. Not really essential, though.

Cruel Intentions

Director: Roger Kumble | **Starring** Sarah Michelle Gellar, Ryan Philippe, Reese Witherspoon

Yes, there's the obvious girly snog scene here that, we can tell you, looks very good indeed in hi-res. There's (slightly) more to this ludicrous teen seduction thriller than that, though, and it's entertaining enough in a vacuous kind of way. Loads of extras too, which is more than some Blu-rays can boast – director's commentary, deleted scenes, music videos and a 'making of' featurette. Plenty to get your teeth into, then.

PSM3 Tunes Where you get great music for free

Appropriate Ending
The Electric Soft Parade

Long-time underappreciated underachievers perform more downbeat jangly indie. Actually really quite lovely, and makes the world a slightly nicer place to be.

Get it: clickmusic.com

25 Diamonds
Camera Obscura

Camera Obscura specialise in writing the sort of twee singalongs that make even hardened, shaven-headed builders weep just a little bit. And this is one of them.

Get it: epitonic.com

Kissing The Lipless
The Shins

Ever-so-slightly emo-ish, whimsical indie that'll bring tears to the eyes of those of a rather more sensitive disposition. Sweet as sugar, but only in small doses.

Get it: freeindie.com

Wizard Chess
Harry And The Potters

Oh, yes. It's a band that sing jaunty indie-folk songs about the Harry Potter books. You either think that's a brilliant idea, or one worse than setting your eyeballs on fire.

Get it: freeindie.com

The Heart And The Shape
36Crazyfists

Thunderous, if highly polished, rock metal along the same vein as the likes of Lostprophets. Great if you're into shouty teen angst, less so if you're not.

Get it: rocklouder.co.uk

@ Tune-up Send us your music links and we'll stick 'em in the mag. Email: psm3@futurenet.co.uk. Subject line: "Music"

Object of Desire

'Discerningly' priced tech you know you need

Sony Ericsson W960i phone

Touch-screen for impressing like-minded gadget proles

OK, the iPhone isn't too far away from making its British bow, but if you can't wait – or have been put off by some slightly lukewarm reviews emanating from America – you could always take a look at the new Walkman (the Walkman brand is back, in case you didn't know) – the W960i. The chances are it's better than the phone you've got at the moment.

It's got a touch screen, for easy navigation, and an 8gb memory – so there's room to store loads of photos, and then transfer them to your PS3 and see them in glorious hi-def widescreen. If you've got a hi-def widescreen television, that is. It's got Bluetooth, of course, so you could link it up with your PS3 and play our brilliant podcasts through your phone – you can download those on iTunes, by the way – or even just whatever MP3s you might already have stored on your hard drive.

It's also got handwriting recognition via a stylus, similar to some palmtop computers (or even the Nintendo DS), and it's got a bright 240x320 pixel screen for you to watch all your downloaded movies on. Then there's internet connectivity, video calls, a media manager so you can organise all your files.

Basically, it's the sort of phone you can flash in the pub and make your mates jealous. Just don't leave it on the bar or anything daft, eh?

Tech Spec

Price Free with contract
Features Camera, MP3 player, touch screen
Web sonyericsson.com

Join 5p Hot Girls - text the type girls U like, View, Join 5p
Text DATE 30 to 87500
Text 1000's of Local Girls

With Photos
Fun loving and sensual girls seeks large men for fast time & hot excitement.

With Photos
Sexy girls in the UK needs to meet guys ages up to 40 only for fun.

With Photos
Sexy juicy girls looking to meet & date guys for steamy action-possible long term romance.

With Photos
Kinky girls seeks a night of fun & long term relation-ships.

With Photos
Kind heart girls seeks guys to take charge. Keen to please. Any age/types.

With Photos
Great looking but unfaithful, very horny needs extra No strings.

30 SECONDS HOT LINE!

MY BOYFRIEND MADE ME DO IT	0909 925 6036
I LET THEM HAVE ME	0909 925 6032
MY FIRST OFFICE PARTY	0909 925 6025
I LIKE BEING A TART...THEY AHD ME	0909 925 6014
I WILL IF YOU BUY ME A NEW TOP	0909 925 6004
I DIDN'T LIKE THE TASTE AT FIRST	0909 925 6041

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Open minded women looking for lots of fun times with toy boys.

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Hot babes on heat looking for real men. Will play all night if you can it I can.

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Independent women seeks hot flings at the weekends. All races and ages up to 45 only

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With Photos
These girls only come out to play in the evenings. All types & ages up to 50.

With Photos
Loves to please men. These girls just want action. No strings any age/types.

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Call 0909 925 6001 50p/m

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Fit body & filthy minded girls looking for blokes of any age and race.
High text demand in South Midlands, N EAST & L'pool

With Photos
Work hard play hard naughty girl seeking men. Any race up 40 only
High text demand in London Midlands, N. EAST & L'pool

With Photos
Latin girls looking for close encounter Hot body & mind No strings any age/race
High text demand in London Scotland and Wales

With Photos
Nice looking, but loves to get out, really feeling sexy needs to do something
High text demand in London

With Photos
Dark hair big firm chested girls looking for a fun mate No strings as returning back in a year
High text demand in London Midlands Yorkshire L'pool Scotland and Cardiff

With Photos
Love maid and sensual girls seeks guys for fast dates & excitement
High text demand in Manchester London S.E. N.E Wales Scotland and Cardiff

With Photos
Great looking but unfaithful very horny needs more than what they are getting All ages/race
High text demand in London Leeds, Birm, Kent, Scotland and Wales

With Photos
Young and VERY dirty Girls looking for older guys for fast dates & excitement All ages/race
High text demand in London Leeds, Birm Kent, Scotland and Wales

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To unsubscribe text STOP TO 83800 Calls billed in blocks of 5(min £1.50)
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ADULT STORIES	0909 029 4289
ADULT CONTACTS	0906 661 1516
SEXY GIRLS18+	0908 086 0136
OLDER WOMEN	0908 086 0592
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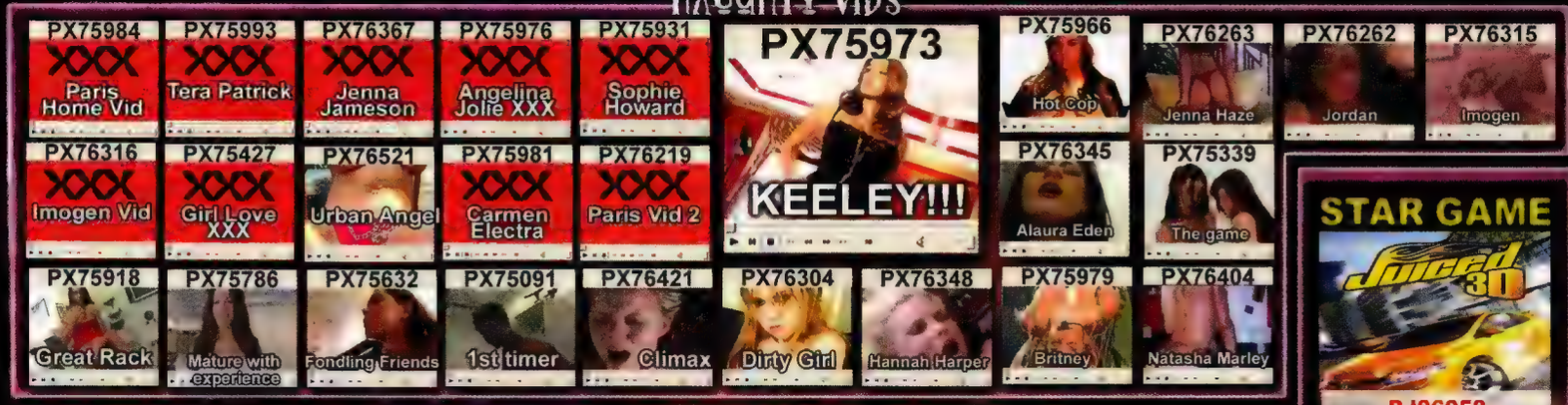

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5 things to remember this month

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"Shaping up as a contender for the next-gen title"
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***Metal Gear 4* is eye-watering**
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page 52

***DiRT* is filthily good**
"If you have any love for racing games whatsoever, you owe it to yourself to grab a copy of this"
page 64

***Warhawk* is multi-player perfection**
"No two matches are ever the same. It's the jewel in Sony's online crown"
page 70

***You* can bring down Al-Qaeda. Almost**
"Take down the 21st century's biggest bad guy with a knee to the midriff"
page 94

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2. Breaking news, gossip and screens from the Leipzig games show – live from Germany.
3. *Sega Rally – McRae* was immense; can *Sega Rally* go one better? Find out next issue.
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ABC PSM3 26,584
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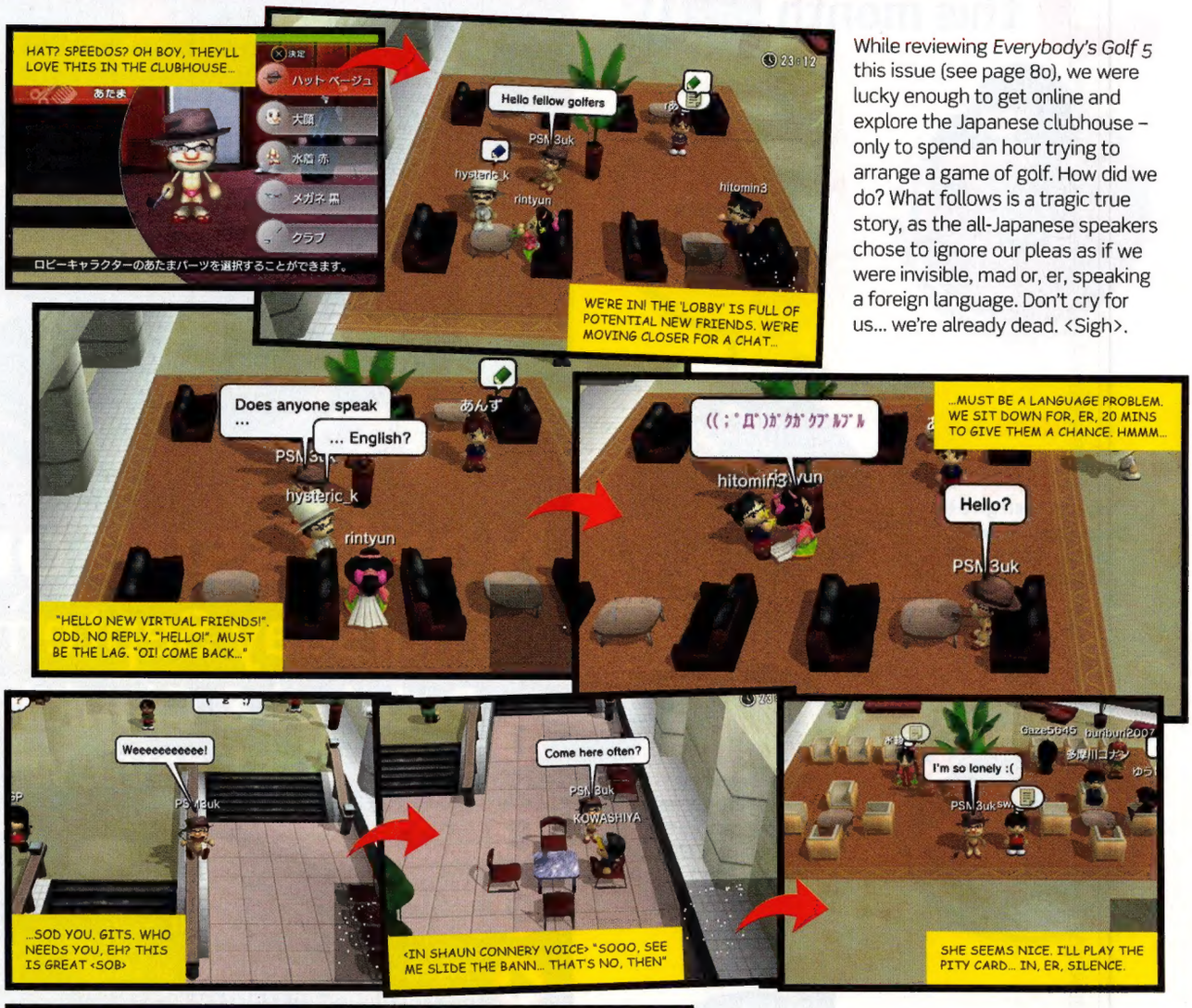
PSM3 gets lost in translation

Making friends in *Everybody's Golf 5*'s online mode. Not as easy as it sounds.


HAT? SPEEDOS? OH BOY, THEY'LL LOVE THIS IN THE CLUBHOUSE...
ロビーキャラクターのあたまパーツを選択することができます。
Hello fellow golfers
PSN 3uk
hysteric_k
rintyun
hitomin3
WE'RE IN! THE 'LOBBY' IS FULL OF POTENTIAL NEW FRIENDS. WE'RE MOVING CLOSER FOR A CHAT...
Does anyone speak ...
... English?
あんず
"HELLO NEW VIRTUAL FRIENDS!". ODD, NO REPLY. "HELLO!". MUST BE THE LAG. "OI! COME BACK..."
...MUST BE A LANGUAGE PROBLEM. WE SIT DOWN FOR, ER, 20 MINS TO GIVE THEM A CHANCE. HMMM...
Hello?
Weeeeeeeeee!
...SOD YOU. GITS. WHO NEEDS YOU, EH? THIS IS GREAT <SOB>
Come here often?
KOWASHIYA
<IN SHAUN CONNERY VOICE> "SOOO, SEE ME SLIDE THE BANN... THAT'S NO, THEN"
I'm so lonely :(
SHE SEEMS NICE. I'LL PLAY THE PITY CARD... IN, ER, SILENCE.
CAN ANYONE READ ENGLISH? NO? I'M A SEX PRISONER. FROM SPACE. AHAHAHA... OH, SUIT YOURSELF.
すごい！ 夏休みですか？
Please help
I sold my clothes...
... to buy drugs
しゅう。
A NEW LOBBY AND A RENEWED SENSE OF CONFIDEN... AH.
I just wanna play...
... golf.
can u speak english
How do I play?
I am japan
YEAH, WELL SCREW YOU BUDD... WAIT! WHAT'S THIS?
...SO YOU SPEAK ENGLISH, BUT DON'T WANT TO PLAY GOLF... FINE...
日本っっっw
I've found friends!
がるしあ。

While reviewing *Everybody's Golf 5* this issue (see page 80), we were lucky enough to get online and explore the Japanese clubhouse – only to spend an hour trying to arrange a game of golf. How did we do? What follows is a tragic true story, as the all-Japanese speakers chose to ignore our pleas as if we were invisible, mad or, er, speaking a foreign language. Don't cry for us... we're already dead. <Sigh>.

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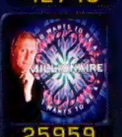
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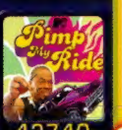

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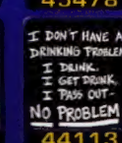

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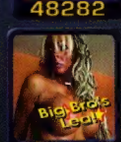
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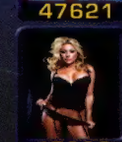
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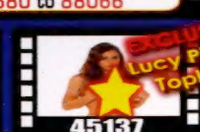

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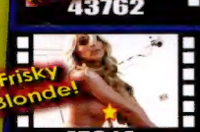

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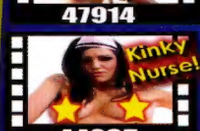

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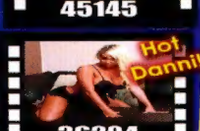

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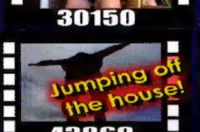

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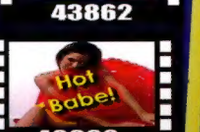

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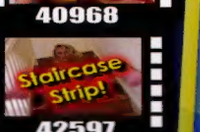

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